

TOME OF HEROES AND VILLAINS



HOME BREW

Created by Sonixverse Labs

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COMMONERS

Although the Material Plane is populated by terrifying monster and valiant heroes, it is important to remember that the majority of its denizens are everyday people. Although they do not possess any special abilities or supernatural endurance, commoners still play an important role in shaping the course of history, as they are the backbone on which powerful empires and kingdoms are built. Conversely, the general will of the commoner can be enough to bring down entire dynasties, as their plight often calls unlikely heroes and adventurers to rise to the occasion.

COMMONER GOALS

Commoner goals can vary depending on the individual. In general, commoners do not have lofty goals such as slaying gods and holding back demonic hordes. They tend to provide the best life for themselves and their family and friends. Such concerns can vary from maintaining their shop, looking out for their children, or simply their next cup of ale at the tavern..

COMMONER TACTICS

In general, commoners do not seek to engage in a fight, for after all, they are civilians. Only in extreme circumstances, such as self-defense or severe insult, will commoners engage in a fight, especially against an obviously superior foe. In the face of a greater threat, the commoner's first tactic is to flee, either saving themselves or those they care about.. If possible, they will seek the aid of guard or adventurers to come. Due to their lack of training, most commoners are hardly a match for even fledgling adventurers. However, they can prove to be somewhat dangerous when riled up in an angry mob.

COMMONER

Occupation Commoners can be found in a variety of occupations depending on the region. This compendium will provide a guide of several common occupations that commoners can have.

ACROBAT

Acrobats can easily be distinguished by their incredible feats of dexterity and flexibility. Thanks to their incredible skill, they often can find use for their talents as athletes or performers.

ACTORS

Actors have perfected the art of disguise and role-playing. They are able to use their unique talents to make them spectacular performers and in some cases spies.

ARCHEOLOGIST

Archeologists have dedicated their lives to the study of ancient architecture and cultures. Archeologists spend much of their time in ancient ruins to uncover artifacts to learn the secrets of long-lost civilizations.

Others seek to restore the vestiges and return them to their former glory. Despite their academic focus, archeologists are keenly aware of the dangers associated with unearthing ancient treasure and have learned to best prepare against such threats.

BODY BUILDER

Body builders are athletes that tirelessly train to increase their physical strength and endurance. Despite lacking martial training, body builders can often be found as hired muscle to for taverns and shops. Others serve as trainers for keeping other athletes and even in some cases guards in prime shape.

CHEF

Chefs are master of the culinary arts. The role of a chef can have a variety of roles ranging from a cook, bartender, or both. Depending on the society, chef's have been known to make food from a variety of creatures, plants, and in some case minerals or crystals. However, every chef, regardless of their skill level, has a special dish in which they are especially proficient with making(for better or worse).

COURIERS

Couriers are common occupations that can be found, even in the smallest of communities. They can take the form of town criers who proclaim the daily news each morning or can be working in bustling media firms to find the next big scoop in bustling cities. Regardless of their role, adventurers are often bound to encounter one of these individuals along their journeys, either as a source of information or as a result of their party's growing fame(or notoriety).

FARMER

Farmers are one of the most common occupation among civilians as they provide a continual source of crops and livestock to feed their communities. Farmers have a keen understanding of nature around them and can determine the optimal time and weather for planting or gathering crops.

FOLK HERO

Sometimes in dire circumstances, ordinary people must rise to the occasion against a seemingly impossible threat. The actions of such individuals often turn into myth, tales, and superstition. Whether it is marauding heroes or a rampant monster, a folk hero is one who through a sheer determination, probably a lot of luck, accomplished mighty deeds akin to that of an adventurer. Such figures are community icons and are often welcomed into local communities around their home.

FORGEMASTER

Forgemasters are a general category of commoners that include blacksmiths and similar skilled artisans. These individuals have a keen talent for shaping raw metal into tools, armor, and weapons. Most settlements typically have an individual who fulfills this role and often serves as the settlement's artisan. Larger communities may have several suppliers or even entire guilds filled with blacksmiths, leatherworkers, and others of this particular skillset.



HUNTER

Hunters spend the majority of their time trekking through the wild in search of food. Thanks to their keen senses, they are able to stealthily pursue their prey with ease. It is not uncommon for hunters to travel in small groups with fellow hunters or bestial companions

MARATHON RUNNERS

Marathon runners are athlete whose extensive training allows theme to sprint at incredible speeds for prolonged periods of time. Their heightened stamina also grants them proficiency in climbing and swimming. These individuals represent the peak physical condition of most civilians, without reaching the caliber of most adventurers.

MEDIC

Medics can be found in nearly any sizeable settlement. Although they do not possess the magical healing capabilities of many clerics, they are able to apply numerous salves, potions, and herbs to provide remedies of most known diseases and ailments.

MERCHANTS

Merchants are a staple in any settlement as they are the source of procuring all manner of goods. Some merchants sell all kinds of items as general wares, while others specialize in a particular object such as magical items, tapestry, or jewelry.

NOBLE

Nobles represent the upper social echelons of society, ranging from minor lord, court aids, or even royalty itself. In general, nobles typically use their authority to their advantage (for good and bad reasons). Oftentimes, their position and authority is enough to caused others of lesser social importance to do their bidding or intimidate those who oppose them.

In general, nobles can make for unpleasant enemies, not particularly for their skill in combat but rather their ability to use their authority or money to call guards or hire goons to deal with any threat.

PERFORMER

Performers typically encompass a wide range of entertainers such as artists, musicians, dancers, or poets. Regardless of their specialization, performers have the uncanny ability to enrapture their audience in their work and are typically a welcome sight in most establishes.

PRIEST

Priests are often viewed as leaders of the faith in even the smallest of settlements. Although they cannot channel divine power in the same manner as a cleric or paladin, their devotion to the faith is still just as firm as their heroic counterpart. These individuals often provide refuge to those who share their faith and seek to convert followers to follow their deity.

SAILOR

Sailors can cover a variety of roles such as a deckhand, fisherman, ship captain, or shipwrights. Regardless of their occupation, sailors have a keen understanding of the sea and can easily determine the weather and their bearing from a single glance at the skies. Sailors can also prove to be a great source of information due to their far travels; however, they have been known for their rather embellishing stories.

SCHOLAR

Thanks to their keen mind, scholars are the ideal resource for those who seek to learn more about any subject. Typically, most scholars have a specific academic focus such as history, science, arcane, or other subjects; however, some truly gifted minds possess expertise in multiple fields. Because of their expertise, scholars can find themselves serving as archivists, librarians, researchers, alchemists, and more.

TAVERN BRAWLER

Tavern brawlers are typically individuals who spend a lot of time in taverns, usually drunk. Although tavern brawlers typically are quite unsavory character as they are continually intoxicated, some tavern brawlers are welcome sights in taverns as they are regulars. Despite being drunk, they act as an unofficial peacekeeper who put troublemakers in their place, as long as the ale keeps coming.

ACROBAT

Medium Humanoid, varies

Armor Class 12 (Natural Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Dex +4

Skills Acrobatics +4, Performance +2

Senses passive Perception 10

Languages Any one language

Proficiency Bonus +2

Challenge 1/8 (25 xp)

Acrobatic Performance When the acrobat makes a Charisma (Intimidation, Performance, or Persuasion) check, it can use Dexterity instead.

High Jump The acrobat can double the distance it can high jump or long jump. They can use this jump without expending additional movement for a running start.

Graceful Landing When the acrobat takes fall damage, they can make a DC 10 Dexterity saving throw. On a successful saving throw, they take no damage and do not fall prone. On a failed saving throw, the acrobat takes half damage instead. The DC for this feature increases by 1 for every 10ft. above 30ft. the acrobat falls.

Limber The acrobat has advantage on Dexterity(Acrobatics) checks

Nimble Leap The acrobat only spends 5ft. of movement to get up from being knocked prone.

Quick Feet The acrobat has advantage on saving throws against being knocked prone.

Actions

Unarmed Strike *Melee Weapon Attack*: +4 to hit, 5ft., one target. *Hit*: 1 bludgeoning damage.

Acrobatics Lessons The acrobat can spend 1 hour teaching a creature the basics of acrobatics. For the next 24 hour hours, that creature can gain advantage on its choice of Dexterity (Acrobatics) checks

ACTOR

Medium Humanoid, varies

Armor Class 10 (Natural Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)

Skills Deception +4, Performance +4

Senses passive Perception 10

Languages Any one language

Proficiency Bonus +2

Challenge 1/8 (25 xp)

Roleplayer When the actor makes a Charisma (Intimidation, Performance, or Persuasion) check, it can do so with advantage

Voice Acting The actor can mimic sounds they have heard, including voices. A creature that hears the sounds it makes and can tell they are imitations with a successful Wisdom (Insight) check opposed by the actor's Charisma (Deception) check.

Actions

Unarmed Strike *Melee Weapon Attack*: +2 to hit, 5ft., one target. *Hit*: 1 bludgeoning damage.

Oration The actor can use their action to amplify their voice three times louder

Ventriloquism The actor can cause their voice to sound as if it originated from a spot within 30ft. of them. A creature that hears the sounds the performer makes can determine if this is a trick with a successful Wisdom (Insight) check opposed by the actor's Charisma (Deception) check.

Actor's Disguise (1/short rest) After spending 1 hour applying makeup, the actor can change their or another creature's appearance. The actor can determine the specifics of the changes, including its coloration, and hair length. The actor cannot adjust its height and weight, but not so much that its size changes. The actor can make itself appear as a member of another race, though none of its game statistics change. The actor can't duplicate the appearance of a creature it has never seen, and you must adopt a form that has the same basic arrangement of limbs that you have.

Rehearsal The actor can spend 1 hour teaching a creature the basics of acting. For the next 24 hour hours, that creature can gain advantage on its choice of Charisma (Deception or Performance) checks



ARCHEOLOGIST

Medium Humanoid, varies

Armor Class 10 (Natural Armor)
Hit Points 9 (2d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	14 (+2)	10 (+0)	10 (+0)

Skills History +4, History +4
Senses passive Perception 10
Languages Common and any three languages
Proficiency Bonus +2
Challenge 1/8 (25 xp)

Historian's Training The archeologist has advantage on Intelligence (History and Religion) checks regarding known ruins and societies

Trap Sense The archeologist has advantage on saving throws against traps. On a failed a saving throw, the archeologist takes half damage and none of a success.

Actions

Unarmed Strike *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 1 bludgeoning damage.

Lore Finder As an action, the archeologist can analyze ruins or items at least 100 years old and can determine its value, origins, and purpose if it was created by a known race

BODY BUILDER

Medium Humanoid, varies

Armor Class 10 (Natural Armor)
Hit Points 26 (4d8+8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +2
Skills Athletics +4
Senses passive Perception 10
Languages Any one language
Proficiency Bonus +2
Challenge 1/4 (50 xp)

Athletic Persona When the athlete makes a Charisma (Intimidation, Performance, or Persuasion) check, it can use Strength instead.

Sheer Strength The athlete has advantage on Strength(Athletic) checks

Powerful Build The athlete counts as one size when determining your carrying capacity and the weight you can push, drag, or lift.

Actions

Multiattack. The athlete can make two unarmed strikes

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, 5ft., one target. *Hit:* 5 (1d4+2) bludgeoning damage.

WORKOUT ROUTINES

The body builder has a number of routines that its could use to enhance a creature's capabilities

Muscle Toning. The body builder can spend 1 hour teaching a creature the basics of body building. For the next 24 hours, that creature has advantage on its choice of Strength (Athletics) checks

Strength Training. The body builder can spend 1 hour increasing a creature's strength. For the next 24 hours, that creature counts as one size larger for the purposes of pushing, carry, or lifting.

CHEF

Medium Humanoid, varies

Armor Class 10 (Natural Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common and any one language

Proficiency Bonus +2

Challenge 1/8 (25 xp)

Chef's Skill Whenever the chef rolls a d20 to cook a meal, it can reroll 1s and 2s.

Actions

Chef's Intuition The chef can use their action to analyze food and can identify the all known ingredients in it and where the ingredients can be found.

Knife. *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 3 (1d4) slashing damage.

CHEF'S SPECIAL(1/SHORT REST)

The chef can create a special dish that grants the following benefits to those that partake (up to 4 Medium or smaller creatures)

Heroes Buffet Creatures that spend 1 hour eating this meal gain advantage on saving throws against being frightened for 1 hour

Healthy Delight Creatures that spend 1 hour eating this meal have advantage on saving throws against being charmed or diseased for 1 hour.

Hearty Meal Creatures that spend 1 hour eating this meal gains 9(2d8) temporary hitpoints for 1 hour

Wrath of the Chef Creatures that spend 1 hour eating this meal are poisoned for one hour.

COURIER

Medium Humanoid, varies

Armor Class 10 (Natural Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common and any one language

Proficiency Bonus +2

Challenge 1/8 (25 xp)

Clue Finder Whenever the courier makes an Intelligence (History, Investigation) to recall knowledge about an object, person, or location, it can do so with advantage.

Courier's Sense When courier has advantage on Wisdom(Perception or Insight) checks

Actions

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 1 bludgeoning damage.

Spread the News The courier can use their action to amplify their voice three times louder

Investigation. The courier can spend 1 hour teaching a creature the basics of finding clues. For the next 24 houts, that creature gains advantage on its choice of Intelligence(History or Investigation) checks.

FARMER

Medium Humanoid, varies

Armor Class 10 (Natural Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Nature +2, Animal Handling +2

Senses passive Perception 10

Languages Any one language

Proficiency Bonus +2

Challenge 1/8 (25 xp)

Early Bird The farmer always knows how many hours its is from sunrise and sunset.

Farmer's Intuition The farmer has advantage on Intelligence (Nature) and Wisdom (Animal Handling checks) regarding crops or livestock

There's a Nip in the Air The farmer can predict what the weather will be like within the next 24 hours at this location

Actions

Pitchfork. *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 3 (1d4) piercing damage.

FORGEMASTER

Medium Humanoid, varies

Armor Class 10 (Natural Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +2, Sleight of Hand +2

Senses passive Perception 10

Languages Any one language

Proficiency Bonus +2

Challenge 1/8 (25 xp)

Master Craftsmen The forgemaster has advantage on ability checks made with Smith's Tools or a Leatherworker's Kit.

Tempered Creations When the forgemaster rolls a 1 on an ability check made with a Smith's Tools or Leatherworker's Kit, the forgemaster can roll again taking the new roll.

Actions

Heated Light Hammer. *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 3 (1d6+2) bludgeoning damage + 5(1d8) fire damage.

Armory Knowledge. As an action, the forgemaster can analyze any armor or weapon and can determine its value

Smithing Lessons. The forgemaster can spend 1 hour teaching a creature the basics of smithing. For the next 24 hours, that creature can gain advantage on its choice of checks made with Smithing or Leatherworker's Tools.



Folk Hero

Medium Humanoid, varies

Armor Class 15 (Patchwork Armor and makeshift shield)

Hit Points 39 (6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)

Skills Perception +4

Saving Throws Str +4, Dex +4, Con +4, Int +4, Wis +4, Cha +4

Senses passive Perception 14

Languages Common and any one language

Proficiency Bonus +2

Challenge 3 (700 xp)

Dauntless The folk hero has advantage on saving throws against being charmed or frightened.

I Survived?? When the folk hero is hit with a critical hit, the folk hero takes normal damage instead

Legendary Resistance (3/day) If the folk hero fails a saving throw, the folk hero can choose to succeed. Upon using this feature, the folk hero gains 10 temporary hitpoints

Lucky Upon rolling a 1 on an attack roll, ability check, or saving throw, the folk hero can reroll the d20 taking the new roll

Lucky Blow Upon dealing a critical hit, the folk hero can triple the damage die

Mythic Favor When the folk hero has advantage on attack rolls, ability checks or saving throws, the folk hero can roll three times taking the highest roll.

Relentless If the folk hero is reduced to 0 hitpoint, it can make a DC 10 Constitution saving throw. On a successful saving throw, the folk hero regains 1 hitpoint. Upon each success, the DC increases by 5. After finishing a short or long rest, the DC resets to 10.

Actions

Multiattack. The folk hero can make two weapon attacks on their turn

Old Reliable *Melee Weapon Attack:* +4 to hit, 5ft., thrown 30ft., one target. *Hit:* 6 (1d6+2) bludgeoning, piercing, or slashing damage.

Bonus Actions

Second Wind(Recharge 5-6) The folk hero can regain 10 hitpoints

Reactions

Second Chance When the folk hero misses on a weapon attack, it can use its reaction to make another weapon attack against that creature

Legendary Actions (3/turn)

The folk hero can take three legendary actions on its turn. It can only use one legendary action on a turn and must use it at the end of a creature's turn. The folk hero regains all expended legendary action at the start of each of its turn.

Movement(1 actions) The folk hero can move up to half its movement speed without provoking attacks of opportunity

Attack(2 actions) The folk hero can make one weapon attack with Old Reliable

Resilience (3 actions) The folk hero can end one spell effect or status condition on itself

HUNTER

Medium Humanoid, varies

Armor Class 11 (Leather Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2, Stealth +2, Survival +2

Senses passive Perception 10

Languages Any one language

Proficiency Bonus +2

Challenge 1/4 (50 xp)

Hunter's Stride Choose one of the following terrains: forest, rocky, ice, or underwater. The hunter has can move through this terrain without having to make ability checks or expending additional movement.

Keen Tracker The hunter has advantage on Wisdom (Survival and Perception) checks made

Hunter's Intuition The hunter cannot get lost by non-magical means in a location

Terrain Stealth Choose one of the following terrains: forest, rocky, ice, or underwater. The hunter has advantage on Dexterity(Stealth) checks made in that terrain

Actions

Spear. *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 4 (1d8) piercing damage.

Shortbow. *Ranged Weapon Attack:* +2 to hit, 100/400ft., one target. *Hit:* 4 (1d6) piercing damage.

Hunting Lessons. The hunter can spend 1 hour teaching a creature the basics of hunting. For the next 24 hour hours, that creature has advantage on its choice of Wisdom(Survival or Perception) checks

MARATHON RUNNER

Medium Humanoid, varies

Armor Class 11 (Natural Armor)

Hit Points 22 (4d8+4)

Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Con +3

Skills Athletics +3, Acrobatics +3

Senses passive Perception 10

Languages Any one language

Proficiency Bonus +2

Challenge 1/4 (50 xp)

Athletic Persona When the athlete makes a Charisma (Intimidation, Performance, or Persuasion) check, it can use Strength instead.

Hold Breath The athlete can hold their breath for up to 5 minutes

Master Athlete The athlete has advantage on Strength (Athletics) and Dexterity (Acrobatics) ability checks.

Actions

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, 5ft., one target. *Hit:* 4 (1d4+1) bludgeoning damage.

WORKOUT ROUTINES

The runner has a number of routines that its could use to enhance a creature's capabilities

Stretching Regimen The runner can spend 1 hour loosening a creature's muscles. For the next 24 hours, the creature can increase its choice of walking, climbing, or swimming speed by 5ft. A creature cannot stack duplicate features in this manner

Endurance Training The runner can spend 1 hour improving a creature's endurance. For the next 24 hours, that creature can gain advantage on Constitution saving throws.

Bonus Actions

Adrenaline Burst The athlete can use their bonus action to grant themselves advantage on the next Strength or Dexterity saving throw until the start of their next turn

Sprint Burst The athlete can use their bonus action to Dash

MEDIC

Medium Humanoid, varies

Armor Class 10 (Natural Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	14 (+2)	10 (+0)

Skills Medicine +4, Medicine +4, Perception +4

Senses passive Perception 12

Languages Common and one language of choice

Proficiency Bonus +2

Challenge 1/8 (25 xp)

Physician's Training The medic has advantage on Wisdom (Medicine) and Intelligence (Nature) checks regarding diseases and conditions

Actions

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 1 bludgeoning damage.

Emergency Triage. The medic can stabilize a creature it can touch that has 0 hitpoints. Upon using this feature, that creature regains 1 hitpoint.

Provide Cure. The medic can spend 10 minutes to end one of the following conditions: blinded, deafened, diseased, exhaustion, paralyzed, poisoned, or stunned.

Mend Wounds The medic can spend 10 minutes to cause a creature to regain 7 (1d8+2) hitpoints

Prescribed Treatment(1/short rest) The medic can create a specialized salve or medicine to grant a creature advantage against one of the following conditions for the next hour: blinded, deafened, diseased, exhaustion, paralyzed, poisoned, or stunned

MERCHANT

Medium Humanoid, varies

Armor Class 10 (Natural Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)

Skills Deception +4, Persuasion +4

Senses passive Perception 10

Languages Common and any two languages of choice

Proficiency Bonus +2

Challenge 1/8 (25 xp)

Eye for Magic The merchant can use its action to determine if an object is magical or not. It is up to the DM to determine if the merchant would know the capabilities of the magical item (based on the NPCs encounters)

Haggler The merchant has advantage on Charisma (Deception and Persuasion) checks to negotiate prices

Actions

Unarmed Strike *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 1 bludgeoning damage.

Appraisal. As an action, the merchant can analyze a known item they can see to determine its market value. The merchant can also determine where one can acquire that particular item as well.

NOBLE

Medium Humanoid, varies

Armor Class 10 (Natural Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)

Skills Persuasion +4, Intimidation +4

Senses passive Perception 10

Languages Common and any two languages of choice

Proficiency Bonus +2

Challenge 1/4 (50 xp)

Escort When the noble is within 5ft. of an ally, attacks against the noble has disadvantage.

Noble's Presence Allied creatures within 30ft. of the noble has advantage on saving throws against being charmed or frightened as long as the noble is not incapacitated

Actions

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 1 bludgeoning damage.

Noble's Voice As an action, the noble can use its action to force a creature that can see or hear it to make a DC 12 Wisdom saving throw. On a failed saving throw, that creature is charmed or frightened by the noble for the next 24 hours. On a successful saving throw, are immune to this effect for the next 24 hours

Bonus Actions

Kill Them The noble can command an allied creature that can see or hear it within 30ft. to use its reaction make a weapon attack against a creature of the noble's choice

Reactions

Defend Me The noble can use its action to command an allied creature within 5ft. of the noble to intercept an attack intended for the noble. If the attack still hits, the allied creatures takes half damage instead.

PERFORMER

Medium Humanoid, varies

Armor Class 10 (Natural Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)

Skills Deception +4, Performance +4

Senses passive Perception 10

Languages Any two languages

Proficiency Bonus +2

Challenge 1/8 (25 xp)

Rehearsed Performance The performer has advantage Charisma (Performance) checks

Voice Acting The performer can mimic sounds they have heard, including voices. A creature that hears the sounds it makes and can tell they are imitations with a successful Wisdom (Insight) check opposed by the Performer's Charisma (Deception) check.

Actions

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 1 bludgeoning damage.

Performer's Voice. The performer can use their action to amplify their voice three times louder

Ventriloquism. The performer can cause their voice to sound as if it originated from a spot within 30ft. of them. A creature that hears the sounds the performer makes can determine if this is a trick with a successful Wisdom (Insight) check opposed by the Performer's Charisma (Deception) check.

Masterful Performance (1 /short rest). Creatures that can see or hear the performer while within 60ft. of the performer must succeed a DC 12 Wisdom saving throw. On a failed saving throw, affected creatures have disadvantage on Wisdom (Perception) checks for 1 hour.

Performance Lessons. The performer can spend 1 hour teaching a creature the basics of acting. For the next 24 hour hours, that creature can gain advantage on its choice of Charisma (Performance) checks

Reactions

Improvise When the performer fails a Charisma (Performance) check, it can use its reaction to roll a d20 an additional time taking the new roll.

PRIEST

Medium Humanoid, varies

Armor Class 10 (Natural Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)

Skills History +2, Religion +4, Insight +4

Senses passive Perception 10

Languages Common and two languages of choice

Proficiency Bonus +2

Challenge 1/8 (25 xp)

Religion Study The priest has advantage on Intelligence(Wisdom) checks.

Devotion The priest has advantage on saving throws against being charmed or frightened.

Actions

Unarmed Strike *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 1 bludgeoning damage.

HOLY RITUAL(1/SHORT REST)

The priest can perform a special prayer or ritual with up to 4 creatures granting them the following benefits for the next hour.

Prayer's Blessing Creatures that take part in this prayer can reroll 1s on attack rolls, ability checks, and saving throws for the duration of the effect

Divine Peace Creatures that take part of this prayer gains advantage on saving throws against being charmed or frightened.

Divine Protection Creatures that take part of this prayer gain advantage on death saving throws for the next 24 hours.

SAILOR

Medium Humanoid, varies

Armor Class 10 (Natural Armor)

Hit Points 9 (2d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Arcana +4, History +4, Investigation +4, Nature +4, Perception +2

Senses passive Perception 12

Languages Common and two languages of choice

Proficiency Bonus +2

Challenge 1/4 (50 xp)

Navigator The sailor always knows which direction is north as long as they can see the sky

Sea Legs The sailor has advantage on Strength or Dexterity saves against being knocked prone

Sailor's Intuition The sailor cannot get lost by non-magical means in a location that they are familiar with

Weather Sense The sailor can predict what the weather will be like within the next 24 hours at this location

Actions

Trident *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 4(1d6) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 1 bludgeoning damage.

Net A Large or smaller creature hit by a net is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.



SCHOLAR

Medium Humanoid, varies

Armor Class 10 (Natural Armor)
Hit Points 9 (2d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	10 (+0)

Skills Arcana +4, History +4, Investigation +4, Nature +4, Perception +2
Senses passive Perception 12
Languages Common and two languages of choice
Proficiency Bonus +2
Challenge 1/8 (25 xp)

Scholastic Knowledge The scholar has advantage on Intelligence (Arcana, History, or Nature) checks.

Keen Mind The scholar knows how many hours it is from sunset or sunrise

Actions

Unarmed Strike *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 1 bludgeoning damage.

Academic Aid When the scholar uses its action to grant the Help action to a creature on an Intelligence (Arcana, Nature, or History) check, that creature can roll the die three times taking the highest roll instead

Tutelage The scholar can spend 1 hour teaching a creature the basics of nearly any subject. For the next 24 hour hours, that creature has advantage on its choice of Intelligence (Arcana, History, or Nature) checks

TAVERN BRAWLER

Medium Humanoid, varies

Armor Class 10 (Natural Armor)
Hit Points 9 (2d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +2
Senses passive Perception 10
Languages Any one language
Proficiency Bonus +2
Challenge 1/4 (50 xp)

Drunk Brawling While intoxicated, the tavern brawler can make one additional unarmed strike whenever they take the attack action

High Tolerance The tavern brawler has advantage on Constitution saving throws against being intoxicated

Liquid Courage While intoxicated, the tavern brawler is immune to being charmed or frightened.

Reckless At the start of their turn, the tavern brawler can choose to grant themselves advantage on attack rolls until the start of their next turn. For the duration of this effect, attacks against the tavern brawler have advantage.

Actions

Multiattack. The tavern brawler can make two attacks with their unarmed strike

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, 5ft., one target. *Hit:* 3 (1d4) bludgeoning damage.

Improvised Weapon. *Melee Weapon Attack:* +2 to hit, 5ft., thrown 20ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Bonus Actions

Another Round (Recharge 5-6) The tavern brawler can gulp down another mug of alcohol grant themselves 5 temporary hitpoints

COMMON CRIMINALS

Bandits tend to be the most common criminal in any society. Many are simply ordinary people who have taken this path due to a wide variety of causes such as bad luck, war, poverty, or simply because they had the power to do so.

BANDIT RAIDER

Bandit raiders tend to rely on numbers and intimidation to get what they want. Although they lack training and skill, they make up for it with the element of surprise and numbers to overwhelm their enemies.

BANDIT BURGLAR

Bandit burglars prefer to stealthily acquire treasure rather than use violence. When confronted, they'll typically only engage long enough for them to make their escape. However, if they outnumber their opponents, they can prove to be quite deadly.

BANDIT THUG

Bandit thugs often serve as the muscle or for criminals, using their strength to smash through reinforced doors and vaults that protect valuable goods.

BANDIT MAGE

Bandit mages are individuals who have acquired a basic knack for spellcasting, using their abilities to intimidate others to get what they want. Due to their limited arcane skill, they rely on the element of surprise or distractions from their allies to defeat more capable opponents.

BANDIT ENFORCER

Enforcers typically are a standard above the common bandit. These individuals are often hired as bodyguards to escort crime bosses or to make a show of force against rivals. They excel at hand-to-hand combat, using their iron grip to prevent their opponent's escape.

RENEGADE

Renegades are individuals who combine their criminal wit with their charismatic charm. These individuals are often able to organize unruly bandits to work towards a sustainable goal beyond simple ambushes. As a result, they are known to use tactics such as holding towns' hostage for tribute under the threat of a raid.

THIEF LORD

Some criminals have gained a legendary and oftentimes notorious reputation for their exploits. Despite their renown, their true identity is often shrouded by a number of aliases. Although many are known to lead multiple bands of criminals, they are known as a source of inspiration for criminals far beyond their reach.

At times, these individuals have been known to be popular enough among the masses to lead rebellions or provide aid in times of crisis or oppression.

SYNDICATES

Members of syndicates are involved in organized crime, often in the form of thieves guilds or crime rings. These organizations have numerous contacts through all levels of society trading information, currency, goods, and services to those who pay the right price.

GUILD ROGUE

These individuals are the foot soldiers of most syndicates, acting as their eyes and ears on the streets. They prefer to fight on their own terms using numbers, their knowledge of their surroundings; and the element of surprise to their advantage.

STREET MAGE

These individuals use their arcane talents for deception and misdirection. As a result, they are an extremely versatile member of any crime ring. Also, they have several offensive capabilities, they are especially effective at using their abilities to find contacts, swindle the naive, and blackmail rivals.

GUILD THIEF

These individuals excel at the art of burglary. Syndicates employ these individuals during heists to efficiently acquire their prize. In combat, the thief has a number of tools to enable them to make a quick escape, only engaging if there is no other alternative.

ARCANE COLLECTOR

These individuals are often the masterminds behind entire crime rings. Due to their extensive connections and knowledge, they have acquired a vast array of artifacts at their disposal.

Their affinity for such rare artifacts has granted them keen knowledge of their hoard. In combat, they can prove to be extremely dangerous and unpredictable opponents as they unleash their full magical arsenal to defend themselves.

However, the hardest part about fighting an arcane collector is actually getting to them in the first place; it is nearly impossible to track these individuals down unless one has insider knowledge from the syndicate, not to mention the collector would have a number of protections and wards against their treasure.

When using the arcane collector statblock, its equipment is equivalent to +3 generic weapons and armor. You can build your arcane collector how you see fit to add any additional effects their magic items may possess.

Due to the wide variety of magic items and their varying strengths, the challenge rating of the Arcane collector. A good guideline for gauging their strength is to increase their challenge rating by 2 or 3 if they are equipped with 6 items of equal or greater strength to a +3 generic armor or weapons.

BANDIT RAIDER

Medium Humanoid, varies

Armor Class 13 (Leather Armor)

Hit Points 23 (4d8+4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Stealth +3, Perception +2

Senses passive Perception 12

Languages Common, and any one language

Proficiency Bonus +2

Challenge 1/2(100)xp

Ambush The bandit raider has advantage on initiative checks. If the bandit takes the Attack action against a creature that is surprised or hasn't acted yet in combat, it can make one additional shortsword or crossbow attack on its turn.

Opportunist When the bandit raider takes the Attack action against a creature within 5ft. of it that is suffering from a from one of the following conditions: blinded, deafened, paralyzed, prone, stunned, or unconscious, it can make one additional shortsword attack as part of that action

Pack Tactics The bandit raider has advantage on an attack roll against a creature if at least one of the bandit's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, 5ft, one target. *Hit:* 5 (1d6+1) piercing damage

Crossbow. *Ranged Weapon Attack:* +3 to hit, 100/400ft, one target. *Hit:* 6 (1d8+1) piercing damage

BANDIT BURGLAR

Medium Humanoid, varies

Armor Class 14 (Leather Armor)

Hit Points 23 (4d8+4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Stealth +5, Sleight of Hand +5, Perception +2

Senses passive Perception 12

Languages Common, and any one language

Proficiency Bonus +2

Challenge 1/2(100)xp

Pack Tactics The bandit burglar has advantage on an attack roll against a creature if at least one of the bandit's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack When the bandit burglar makes a weapon attack against a creature that is surprised or if the bandit burglar has advantage on attack rolls against it, it can deal an additional 7(2d6) damage. It can only benefit from this feature once a turn.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, 5ft, one target. *Hit:* 5 (1d4+2) piercing damage

Crossbow. *Ranged Weapon Attack:* +4 to hit, 100/400ft, one target. *Hit:* 7 (1d8+2) piercing damage

Bonus Actions

Cunning Action The bandit burglar can use its bonus action to Dash, Disengage, or Hide

BANDIT THUG

Medium Humanoid, varies

Armor Class 14 (Breastplate Armor)

Hit Points 27 (4d8+8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common, and any one language

Proficiency Bonus +2

Challenge 1/2(100 xp)

Brutal The bandit thug can deal a critical hit on a 19-20. Upon a critical hit, they can triple the damage die instead of doubling it.

Opportunist When the bandit thug takes the Attack action against a creature within 5ft. of it that is suffering from a from one of the following conditions: blinded, deafened, paralyzed, prone, stunned, or unconscious, it can make one additional greatclub attack as part of that action

Pack Tactics The bandit thug has advantage on an attack roll against a creature if at least one of the bandit's allies is within 5 feet of the creature and the ally isn't incapacitated.

Siege Monster The bandit thug can deal double damage to buildings and objects

Actions

Greatclub. *Melee Weapon Attack:* +4 to hit, 5ft, one target. *Hit:* 5 (1d8+2) bludgeoning damage

Crossbow. *Ranged Weapon Attack:* +4 to hit, 100/400ft, one target. *Hit:* 7 (1d8+2) piercing damage

BANDIT MAGE

Medium Humanoid, varies

Armor Class 14 (Leather Armor)

Hit Points 23 (4d8+4)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	14 (+2)	12 (+1)	12 (+1)

Skills Perception +2

Senses passive Perception 12

Languages Common, and any one language

Proficiency Bonus +2

Challenge 2 (450xp)

Combat Mage When a creature makes a saving throw against the bandit mage's spell effects while one of the bandit's mage's allies are within 5ft. of it, that creature has disadvantage on its saving throw. This effect only applies to spell effects that target only one creature.

Magical Ambush When the bandit mage casts a spell against a target that is surprised or has not acted yet in combat, the bandit mage, it can do so with advantage. If the spell requires a saving throw, creatures have disadvantage on its saving throw.

Pack Tactics The bandit mage has advantage on an attack rolls against a creature if at least one of the bandit's allies is within 5 feet of the creature and the ally isn't incapacitated.

SPELLCASTING

The bandit mage is an 4th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The bandit mage has the following spells prepared:

Cantrips(At will) *Firebolt, Minor Illusion, Mage Hand, Message, Prestidigitation*

1st Level Spells (4 slots) *Charm Person, Burning Hands, Identify, Sleep*

2nd Level Spells (3 slots) *Invisibility, Knock, Suggestion, Wristpocket*

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, 5ft, one target. *Hit:* 5 (1d4+2) piercing damage

RENEGADE

Medium Humanoid, varies

Armor Class 18 (Leather Armor)

Hit Points 51 (6d8+12)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Skills Athletics +5, Acrobatics +6, Deception+6, Stealth +6, Sleight of Hand +6, Perception +5, Persuasion +6

Senses passive Perception 15

Languages Common, and any one language

Proficiency Bonus +3

Challenge 5 (1800 xp)

Audacity The renegade has advantage on initiative checks. Upon rolling initiative, it can move up to half its movement speed to a spot that it can see without provoking attacks of opportunity.

Dauntless The renegade has advantage on saving throws against being frightened.

Evasive The renegade does not provoke opportunity attack by moving outside a creature's reach.

Flourish When the renegade has advantage on an attack roll, or makes a weapon attack against a creature while no other creatures are within 5ft. of the renegade, it can deal an additional 11(3d6) damage. It can only benefit from this feature once a turn.

Panache The renegade can add its Charisma bonus to its Armor Class (already included in its AC)

Actions

Multiattack The renegade can make three scimitar attacks. Alternatively, it can make two crossbow attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 7 (1d6+3) slashing damage

Crossbow. *Ranged Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 8 (1d8+3) piercing damage

Bonus Actions

Nimble Combatant The renegade can use its bonus action to Dash

Reactions

Uncanny Dodge. When the renegade is hit with an attack, it can use its reaction to take half damage instead.

ENFORCER

Medium Humanoid, varies

Armor Class 14 (Breastplate)

Hit Points 51 (6d8+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Skills Athletics+5, Perception +4, Intimidation +4

Senses passive Perception 14

Languages Common, and any one language

Proficiency Bonus +2

Challenge 3 (700 xp)

Brutal Strike The enforcer can deal an additional 7 (2d6) damage against a creature that is grappled by it. It can benefit from this additional damage once on each of its turns.

Opportunist When the enforcer takes the Attack action against a creature within 5ft. of it that is suffering from a from one of the following conditions: blinded, deafened, paralyzed, prone, stunned, or unconscious, it can make one additional morningstar attack as part of that action

Pack Tactics The enforcer has advantage on an attack roll against a creature if at least one of the enforcer's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack The enforcer can make two attacks with its morningstar. It can substitute any number of these attacks for a heavy crossbow attack

Morningstar. *Melee Weapon Attack:* +5 to hit, 5ft, one target. *Hit:* 8 (1d8+3) bludgeoning damage

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, 100/400ft, one target. *Hit:* 10 (1d10+3) piercing damage

Bonus Actions

Vice Grip. The enforcer can use its bonus action to grapple a creature its size or smaller. For the duration of the grapple, the target is considered grappled and the enforcer can its bonus action to make an additional morningstar attack against that creature. The enforcer can only grapple one creature at a time in this manner



THIEF LORD

Medium Humanoid, varies

Armor Class 22 (Leather Armor)

Hit Points 117 (18d8+36)

Speed 40ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

14 (+2) 20 (+5) 14 (+2) 16 (+3) 16 (+3) 20 (+5)

Skills Athletics +10, Acrobatics +10, Deception+15, Stealth +10, Sleight of Hand +15, Perception +8, Persuasion +10

Senses passive Perception 18

Languages Common, and any one language

Proficiency Bonus +5

Challenge 15(13000xp)

Audacity The thief lord has advantage on initiative checks. Upon rolling initiative, it can move up to its movement speed to a spot that it can see.

Daring Fighter The thief lord can take another turn on its choice of initiative count 10 or 20 on top of its normal initiative.

Dauntless The thief lord has advantage on saving throws against being frightened.

Evasive The thief lord does not provoke opportunity attack by moving outside a creatures reach.

Flourish When the thief lord has advantage on an attack roll, or makes a weapon attack against a creature while no other creatures are within 5ft. of the thief lord, it can deal an additional 19(5d6) damage. It can only benefit from this feature once a turn.

Legendary Resistance(3/turn) Upon failing a saving throw, the thief lord can choose to succeed. Upon using this feature, they can take the Dash action.

Panache The thief lord can add its Charisma bonus to its Armor Class (already included in its AC)

Reactive The thief lord can take a reaction at the end of every creatures turn.

Actions

Multiattack The thief lord can make three scimitar attacks. Alternatively, it can make two crossbow attacks.

Scimitar Melee Weapon Attack: +10 to hit, 5ft, one target. **Hit:** 9 (1d6+5) slashing damage

Crossbow Ranged Weapon Attack: +10 to hit, 100/400ft, one target. **Hit:** 10 (1d8+5) piercing damage

Bonus Actions

Nimble Combatant. The thief lord can use its bonus to action to Dash

Reactions

Counterstrike. When the thief lord is hit with an attack, they can use its reaction to make a scimitar attack.

Uncanny Dodge. When the thief lord is hit with an attack, it can use its reaction to take half damage instead.

Legendary Actions(3/turn)

The thief lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The thief lord regains spent legendary actions at the start of its turn

Cunning Action(1 action) The thief lord can use its Cunning Action

Attack(2 actions) The thief lord can make an attack with their Scimitar or Crossbow

Resilience(3 actions) The arcane collector can end one status condition or spell effect itself

GUILD ROGUE

Medium Humanoid, varies

Armor Class 15 (Studded Leather)

Hit Points 33 (6d8+6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16(+3)	12 (+1)	14 (+2)	12 (+1)	14 (+2)

Skills Deception +4, Perception +4, Sleight of Hand +7, Stealth +7

Senses passive Perception 14

Languages Common, and any one language

Proficiency Bonus +2

Challenge 3(700)xp

Evasion When the guild rogue fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

Pack Tactics The guild rogue has advantage on an attack roll against a creature if at least one of the bandit's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack When the guild rogue makes a weapon attack against a creature that is surprised or if the guild rogue has advantage on attack rolls against it, it can deal an additional 7(2d6) damage. It can only benefit from this feature once a turn.

Actions

Multiattack The guild rogue can make two attacks with their knife. It can substitute any number of these attacks for a hand crossbow attack

Knife. *Melee Weapon Attack:* +5 to hit, 5ft, one target. *Hit:* 6 (1d4+3) piercing damage

Hand Crossbow *Ranged Weapon Attack:* +5 to hit, 30/120ft, one target. *Hit:* 7 (1d6+3) piercing damage

Bonus Actions

Cunning Action. The guild rogue can use its bonus action to Dash, Disengage, or Hide.

Fast Hands. The guild rogue can use its bonus action to make a Dexterity (Sleight of Hand) check to pickpocket or stow an object on another creature.

Reactions

Uncanny Dodge When the guild rogue is hit with an attack, it can use its reaction to take half damage instead.





STREET MAGE

Medium Humanoid, varies

Armor Class 14 (Leather Armor)

Hit Points 33 (6d8+6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	14 (+2)	12 (+1)	14 (+2)	12 (+1)	12 (+1)
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Skills Deception +7, Stealth +4, Perception +3, Performance +7, Persuasion +7

Senses passive Perception 13

Languages Common, and any one language

Proficiency Bonus +2

Challenge 3(700)xp

Evasion When the street mage fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

Magical Ambush When the street mage casts a spell against a target that is surprised or has not acted yet in combat, the street mage, it can do so with advantage. If the spell requires a saving throw, creatures have disadvantage on its saving throw.

SPELLCASTING

The street mage is an 6th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The street mage has the following spells prepared:

Cantrips(At will) Friends, Minor Illusion, Mage Hand, Message, Prestidigitation, Vicious Mockery

1st Level Spells (4 slots) Charm Person, Disguise Self, Dissonant Whispers, Sleep

2nd Level Spells (3 slots) Hold Person, Invisibility, Knock, Phantasmal Force. Suggestion, Wristpocket

3rd Level Spells (3 slots) Fast Friends, Hypnotic Pattern, Lightning Bolt

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, 5ft, one target. *Hit:* 5 (1d4+2) piercing damage

Bonus Actions

Cunning Action The street mage can use its bonus action to Dash, Disengage, or Hide

Magic Trick. The street mage can cast a cantrip that does not deal damage as a bonus action. If the street mage produces an effect within 5ft.of a creature within range, that street mage as advantage on attack rolls against that creature until the end of its next turn. Additionally, that creature has disadvantage on the street mage's spell effects.

Reactions

Uncanny Dodge When the street mage is hit with an attack, it can use its reaction to take half damage instead.



GUILD THIEF

Medium Humanoid, varies

Armor Class 15 (Studded Leath)

Hit Points 44 (8d8+8)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	16(+3)	12 (+1)	14 (+2)	12 (+1)	14 (+2)
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Skills Perception +4, Sleight of Hand +7, Stealth +7

Senses passive Perception 14

Languages Common, and any one language

Proficiency Bonus +2

Challenge 4(1100)xp

Cunning Action The guild thief can use its bonus action to Dash, Disengage, or Hide.

Evasion When the guild thief fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

Fast Hands The guild thief can use its bonus action to interact or use an object or to make a Dexterity(Sleight of Hand) check to pickpocket or stow an object on another creature.

Nimble Form The guild thief is able to move through a space for a creature one size smaller than it without squeezing.

Sneak Attack When the guild thief makes a weapon attack against a creature that is surprised or if the guild rogue has advantage on attack rolls against it, it can deal an additional 7(2d6) damage. It can only benefit from this feature once a turn.

Actions

Multiattack The guild thief can make two attacks with their knife. It can substitute any number of these attacks for a hand crossbow attack

Knife. *Melee Weapon Attack:* +5 to hit, 5ft, one target.
Hit: 6 (1d4+3) piercing damage

Hand Crossbow *Ranged Weapon Attack:* +5 to hit, 30/120ft, one target. *Hit:* 7 (1d6+3) piercing damage

Grappling Hook The grappling hook can be fired to be secured on a ledge, limb, or other secure protrusion. The grappling hook has a full length of 60ft. As part of this action, the guild thief is pulled 30ft. along this rope.

Smoke Bomb(3/day) The guild thief can throw a smoke bomb to obscure vision. Creatures in a 10ft. radius around a spot within 30ft. of the thief is heavily obscured by a cloud of smoke. This smoke counts as non-magical darkness and lasts until the end of the guild thief's next turn. Creatures that first enter within this radius must succeed a DC 12 Constitution saving throw. On a failed saving throw, creatures cannot take actions, bonus actions, or reactions until the end of its next turn.

Ball Bearing(3/day) The guild thief can throw a number of ball bearing to knock creatures prone. Creatures in a 10ft. radius around a spot within 30ft. of the thief is covered with small ball bearing for one minute. Creatures that first enters in this space must succeed a DC 12 Dexterity saving throw or fall prone.

Reactions

Uncanny Dodge When the guild thief is hit with an attack, it can use its reaction to take half damage instead.

ARCANE COLLECTOR

Medium Humanoid, varies

Armor Class 21 (Enchanted Leather Armor)

Hit Points 117 (18d8+36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	20(+5)	14 (+2)	20 (+5)	14 (+2)	18 (+4)
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Damage Resistances Non-magical bludgeoning, piercing, and slashing damage.

Saving Throws Str +8, Dex +11, Con +8, Int +11, Wis +8, Cha +10

Skills Arcana +15, Deception +10, Sleight of Hand +15, Stealth +10, Perception +7,

Senses passive Perception 17

Languages Common, and any one language

Proficiency Bonus +5

Challenge 13(10000)xp

Evasion When the arcane collector fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

Legendary Resistance(3/long day) When the collector fails a saving throw, it can choose to succeed instead. Upon using this feature, it can use one of its attuned magical items.

Living Attunement(6/long rest) When the collector is reduced to 0 hitpoints, it can end one of its attunements to a magical item to regain 1 hitpoint. It cannot benefit from that attunement slot until it completes a long rest.

Magical Resistance The arcane collector has advantage on saving throws against spell effects.

Master Collector The arcane collector can ignore race and class restrictions for magical items. Additionally, the arcane collector can attune up to 6 items.

Sneak Attack When the arcane collector makes a weapon attack against a creature that is surprised, if the arcane collector has advantage on attack rolls against it, or while attuned to at least one magical item, it can deal an additional 18(5d6) damage. It can only benefit from this feature once a turn.

Thief Reflexes The arcane collector can make take two bonus actions on its turn.

Treasure Sense The arcane collector can pinpoint the presence of a magical item that it can see within range. It is able to learn the full capabilities of that item.

Actions

Multiattack The arcane collector can use its Item Recharge(if available) and can make two attacks with their shortsword. It can substitute any number of these attacks for a hand crossbow attack.

Alternatively it can use its Item Recharge(if available) and cast a spell.

Magical +3 Shortsword. *Melee Weapon Attack:* +13 to hit, 5ft, one target. *Hit:* 12 (1d6+8) magical piercing damage

Magical +3 Hand Crossbow *Ranged Weapon Attack:* +13 to hit, 30/120ft, one target. *Hit:* 12 (1d6+8) piercing damage

Rapid Attunement The arcane collector can attune to one magical item. It can choose to use this feature to swap its attunement from one item to another

Item Recharge(Recharge 5-6) One of the arcane collector's items can regain 1d4 expended charges.

Bonus Actions

Cunning Action. The arcane collector can use its bonus action to Dash, Disengage, or Hide.

Fast Hands The arcane collector can use its bonus action to interact or use an object or to make a Dexterity(Sleight of Hand) check to pickpocket or stow an object on another creature.

Reactions

Uncanny Dodge When the arcane collector is hit with an attack, it can use its reaction to take half damage instead.

Legendary Actions (3/turn)

The arcane collector can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The arcane collector regains spent legendary actions at the start of its turn

Cunning Action(1 action) The arcane collector can use its Cunning Action

Magical Item(2 actions) The arcane collector can use one of its magical items

Resilience(3 actions) The arcane collector can end one status condition or spell effect itself

Rapid Attunement (3 actions) The arcane collector can use one of its rapid attunement feature

HIRED KILLERS

Many guilds and crime rings employ hired killers to take out rivals or to fulfill contracts for clients. These mercenaries have perfected the art of death, seeking to kill their opponent quickly and silently.

ASSASSINS

Assassins are extremely patient combatants, only engaging at the perfect opportunity, and will never engage in a prolonged fight. If they are unable to slay their foes within a matter of seconds, they will attempt to make a quick escape.

FACELESS

Faceless assassins are the masters of disguise. They are known to carefully study their targets and their acquaintances in order to get close enough for a killing blow. Their special training even allows them to shield their mind against effects that would blow their cover.

NIGHTBLADE

Night blades have mastered the art of camouflage to avoid detection. They are at their strongest during the night, capable of seemingly walking up upon their quarry virtually unseen.

VENOMBLADE

These assassins specialize in using various toxins to debilitate their target, these poisons are crafted to be especially effective against any creature and can be tailored to weaken their opponents according to their specific strengths.

SNIPER

Snipers have mastered the ability to eliminate foes from long distances. Thanks to their keen vision and stealthy tactics, they are able to fire on their unsuspecting opponent without revealing their position.

MAGE SPY

These individuals have mastered the ability to find information for their clients. As their goal is primarily to acquire intel or track a target, they only engage long enough to make a quick escape. However, their primary weapon is to rely on deceit and subterfuge to evade detection or confrontation by erasing their very presence from one's memory.

MAGE ASSASSIN

Mage assassins are just as lethal as their martial counterparts. Once targeted by these mages, there is no escaping their gaze except by planar travel. If possible, the mage prefers to stealthily eliminate its opponent using their ability to silently cast spells even while being in another room. If their cover is blown, they have an arsenal of enchantment spells to confuse their enemy long enough for them to either finish the job or to make a hasty retreat.

MERCENARIES

Bounty hunters and bounty mages are individuals who specialize in finding and taking down targets for clients (either dead or alive).

BOUNTY HUNTER AND BOUNTY MAGES

Most mercenaries tend to be largely objective, lending their services to those who pay the most. However, it is not uncommon for those individuals to be regularly hired under a specific individual or organization.

Although many mercenaries have been known to work alone, a lot of them tend to work in small groups of 4(1d6) on challenging contracts to ensure the job is easily completed

BOUNTY HUNTER

Bounty hunters tend to be patient opponents, seeking to find as much information they can about their opponent and then devising a plan to target their weakness. The more information they are able to acquire, the easier their task becomes.

In general, bounty hunters and bounty mages tend to be very versatile in their skillset. Firstly, that makes them more lucrative to potential clients, and it also enables them to handle nearly any challenge. However, the one downside to many bounty hunters is that many times, they will back out of a bounty if the price is not worth the risk or involves more than what they were paid.



ASSASSIN

Medium Humanoid, varies

Armor Class 17 (Studded Leather)

Hit Points 78 (12d8+24)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18(+4)	14 (+2)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +8, Int +6, Wis +6

Skills Acrobatics +8, Deception+12, Sleight of Hand +12, Stealth +12, Perception +11

Senses passive Perception 21

Languages Common, and any one language

Proficiency Bonus +4

Challenge 9(5000)xp

Evasion When the assassin fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

First Strike The assassin has advantage on initiative attacks. Whenever the assassin take the Attack action against a creature that is surprised, it can force that creature to make a DC 16 Constitution saving throw. On a failed saving throw, the damage dealt by that attack is doubled.

Killing Blow If the assassin reduces a creature to 0 hitpoints, it is instantly killed.

Killer Strike The assassin can deal a critical hit on an 18-20. Upon dealing critical damage, the assassin can triple the damage die.

Sneak Attack When the assassin makes a weapon attack against a creature that is surprised, if the assassin scores a critical hit, or if the assassin has advantage on attack rolls against it, it can deal an additional 18(4d8) damage. It can only benefit from this feature once a turn.

Actions

Multiattack. The assassin can make two attacks with their knife. It can substitute any number of these attacks for a hand crossbow attack. Alternatively, it can make two

Knife. *Melee Weapon Attack:* +8 to hit, 5ft, one target.
Hit: 7 (1d4+4) piercing damage

Hand Crossbow *Ranged Weapon Attack:* +8 to hit, 30/120ft, one target. *Hit:* 8 (1d6+4) piercing damage

Bonus Actions

Cunning Action. The assassin can use its bonus action to Dash, Disengage, or Hide.

Reactions

Uncanny Dodge. When the assassin is hit with an attack, it can use its reaction to take half damage instead.



MASTER ASSASSIN

Medium Humanoid, varies

Armor Class 18 (Studded Leather)

Hit Points 135 (18d8+54)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	20(+5)	16 (+3)	20 (+5)	20 (+5)	20 (+5)
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Saving Throws Dex +10, Int +10, Wis +10

Skills Acrobatics +8, Deception+15, Insight +10, Sleight of Hand +15, Stealth +15, Perception +15

Senses passive Perception 25

Languages Common, and any one language

Proficiency Bonus +5

Challenge 15(13000)xp

Death Blow Upon reducing a creature to 0 hitpoints, the master assassin can use its reaction to make an additional weapon attack against a creature within range. This extra attack can benefit from Sneak Attack.

Evasion When the master assassin fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

First Strike The master assassin has advantage on initiative attacks. Whenever the assassin take the Attack action against a creature that is surprised, it can force that creature to make a DC 19 Constitution saving throw. On a failed saving throw, the damage dealt by that attack is doubled.

Killing Bow If the master assassin reduces a creature to 0 hitpoints, it is instantly killed.

Killer Strike The master assassin can deal a critical hit on an 18-20. Upon dealing critical damage, the master assassin can triple the damage die instead of doubling it.

Legendary Resistance(3/day) If the master assassin fails a saving throw, it can choose to succeed. Upon using this feature, they can use their Cunning Action.

Sneak Attack When the master assassin makes a weapon attack against a creature that is surprised, if the assassin scores a critical hit, or if the assassin has advantage on attack rolls against it, it can deal an additional 27(6d8) damage. It can only benefit from this feature once a turn.

Actions

Multiattack. The assassin can make three attacks with their dagger. It can substitute any number of these attacks for a hand crossbow attack. Alternatively, it can make two

Knife. *Melee Weapon Attack:* +10 to hit, 5ft, one target. *Hit:* 8 (1d4+5) piercing damage

Hand Crossbow. *Ranged Weapon Attack:* +10 to hit, 30/120ft, one target. *Hit:* 9 (1d6+5) piercing damage

Bonus Actions

Cunning Action. The master assassin can use its bonus action to Dash or Disengage.

Vanish in Plain Sight. The assassin can take the Hide action even if there is no suitable cover

Reactions

Uncanny Dodge When the master assassin is hit with an attack, it can use its reaction to take half damage instead.

Legendary Actions(3/turn)

The master assassin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The master assassin regains spent legendary actions at the start of its turn

Cunning Action(1 action) The master assassin can use its Cunning Action.

Death Blow(2 actions) The master assassin can make an attack with there Knife or Hand Crossbow

Resilience(3 actions) The master assassin can end of status condition or spell effect on it.

ASSASSIN VARIANTS

Faceless

False Persona The assassin's thoughts can't be read by telepathy or other means unless it allows it. Magic cannot compel it to speak the truth and always indicates that it is truthful unless it chooses not to.

Numerous Forms(1/short rest) The assassin can its appearance and voice. The assassin can change its appearance to match a humanoid it has seen including features such as coloration, appearance of gender, and hair length. However, it cannot change its height, weight, or acquire significant biological features it would otherwise its appearance, such as horns, additional limbs, or tails. However minor features such as pointed ears, eye color, or sharpened teeth can be imitated. It also acquires clothing appropriate to its form.

Mimicry The assassin can mimic sounds it has heard, including voices. A creature that hears the sounds the assassin makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Reactions

Misdirection. If the assassin is hit with an attack while within 5ft. of another creature, it can use its reaction to cause that creature to take damage instead

Nightblade

- **Challenge Rating** Increases by 1

Gloomy Presence Whenever the assassin fails a saving throw against an effect that deals damage and only targets the assassin, the assassin can take half damage. On a successful saving throw, it takes no damage.

Gloom Sight The assassin's vision is not obscured by magical darkness

Shadow Strike While in dim light or darkness, the assassin can benefit from its Sneak Attack feature.

Reactions

Vanish. If the assassin succeeds a Dexterity saving throw, it can use its reaction to move up to half its movement speed and take the Hide action.

Venomblade

- **Challenge Rating** Increases by 2

Potent Toxin When the assassin deals poison damage, it can ignore resistance and immunity when dealing poison damage or saving against the poisoned condition.

POTENT POISON (3/DAY)

The assassin can use its bonus action to coat a weapon with poison. The next time it hits a creature with a weapon attack, the target must succeed a DC 15 Constitution saving throw. On a failed saving throw, the target takes 28(8d6) poison damage and is poisoned for one minute. On a successful saving throw, creatures take half damage and are not poisoned. Creatures poisoned in this manner can repeat its saving throw at the end of each of its turns ending it upon a success. Poisoned creatures suffer one of the following effects depending on the poison.

Magelane While poisoned, a creature cannot cast spells for the duration of the effect.

Pulsing Toxin While poisoned, a creature takes 14(4d6) poison damage at the start of each of its turns.

Withering Toxin While poisoned, a creature cannot recover hitpoints for the duration.

Sniper

- **Challenge Rating** Increases by 1

Keen Sight The assassin has advantage on Wisdom(Perception) checks that rely on sight.

Sniper Firing a ranged weapon does not reveal the assassin's position while hidden. It cannot benefit from this feature if it spends any movement on its turn.

Sharpshooter The assassin can double the range of its ranged weapon attacks and does not suffer any penalties due to range. This bonus is already included in the attack. Additionally, it can ignore any bonuses granted by half and three fourth cover.

Actions

Heavy Crossbow Ranged Weapon Attack: +9 to hit, 1200ft, one target. Hit: 8 (1d10+4) piercing damage

Bonus Actions

Keen Aim. The assassin can use its bonus action to grant itself advantage on its next ranged weapon attack



MAGE ASSASSIN

Medium Humanoid, varies

Armor Class 16 (Mage Armor)

Hit Points 78(12d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16(+3)	14 (+2)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Dex +7, Int +8, Wis +7

Skills Arcana 8, Deception +11, Sleight of Hand +7, Stealth +11, Perception +11

Senses passive Perception 21

Languages Common, and any one language

Proficiency Bonus +4

Challenge 9(5000xp)

Death Weave When the mage assassin casts a spell of 1st level or higher, its next melee weapon attack deals an additional 1d6 force damage to its next weapon attack for each level of the spell cast.

Evasion When the mage assassin fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

Killing Blow If the mage assassin reduces a creature to 0 hitpoints, it is instantly killed.

Magical Ambush When the mage assassin casts a spell against a target that is surprised or has not acted yet in combat, the mage assassin, it can do so with advantage. If the spell requires a saving throw, creatures have disadvantage on its saving throw. If the target fails a saving throw against a spell effect that deals damage and only targets that creature, the target takes maximum damage from the spell effect

Silent Casting The mage assassin can ignore the verbal and somatic components of its spells

SPELLCASTING

The mage assassin is an 12th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The mage assassin has the following spells prepared:

Cantrips(At will) Booming Blade, Firebolt, Friends, Mage Hand, Minor Illusion, Message, Prestidigitation

1st Level Spells (4 slots) Charm Person, Disguise Self, Magic Missile, Silent Image

2nd Level Spells (3 slots) Hold Person, Invisibility, Mind Spike, Misty Step, Nystul's Magic Aura, Pass Without Trace, See Invisibility, Suggestion

3rd Level Spells (3 slots) Counterspell, Dispel Magic, Fireball, Haste, Hypnotic Pattern, Major Image

4th Level Spells (3 slots) Arcane Eye, Blight, Charm Monster, Dimension Door, Greater Invisibility, Otiluke's Resilient Sphere, Phantasmal Killer

5th Level Spells (2 slots) Dream, Dominate Person, Immolation, Far Step, Hold Monster, Scrying, Seeming, Teleportation Circle,

6th Level Spells (1/long rest) Contingency, Chain Lightning, Disintegrate, Mass Suggestion

Actions

Multiattack. The mage assassin can cast a spell and make a single dagger attack on its turn.

Dagger. *Melee Weapon Attack:* +7 to hit, 5ft, one target. *Hit:* 6 (1d4+3) slashing damage

Bonus Actions

Assassin's Mark. As a bonus action, the assassin can mark a creature it can see within 120ft. as its quarry. While under this effect, the mage assassin can pinpoint the location of that creature as long as they are on the same plane of existence.

While this effect is active, the mage assassin is able to ignore half, three-fourths, and full cover when it casts a spell effect against that creature. However, the spell effect can only target one creature at a time.

The mage assassin can only mark one creature at a time in this manner. If it marks a second creature or if the mage is incapacitated, the first mark is immediately dismissed.

Cunning Action. The mage assassin can use its bonus action to Dash, Disengage, or Hide.

Reactions

Uncanny Dodge. The assassin mage can use its reaction to take half damage when hit with an attack.

MAGE SPY

Medium Humanoid, varies

Armor Class 15 (Mage Armor)

Hit Points 78(12d8+24)

Speed 30ft.

STR

DEX

CON

INT

WIS

CHA

14 (+2) 14(+2) 14 (+2) 18 (+4) 18 (+4) 18 (+4)

Saving Throws Dex +5, Int +6, Wis +6

Skills Arcana +5, Deception +7, Stealth +5, Intimidation +7, Investigation +10 Perception +10, Survival +10, Persuasion +7

Senses passive Perception 20

Languages Common, and any one language

Proficiency Bonus +3

Challenge 7(2900xp)

Evasion When the mage spy fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

False Impressions Whenever a creature is charmed by the mage spy, it can choose to cause the target to either complete forget or remember false memories for up to 3 hours.

False Persona The mage spy's thoughts can't be read by telepathy or other means unless it allows it.

Master Disguise The mage spy is able to magically polymorph itself into a Small or Medium humanoid of its choice as an action. The mage can its appearance and voice. The mage can make itself appear identical to any humanoid it has seen and can adjust its height and weight. However, its game statistics do not change

Mimicry The mage spy can mimic sounds it has heard, including voices. A creature that hears the sounds the mage spy makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Traceless The mage spy cannot be tracked by divination spells.

SPELLCASTING

The mage spy is an 12th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage spy has the following spells prepared:

Cantrips(At will) *Booming Blade, Firebolt, Friends, Mage Hand, Minor Illusion, Message*

1st Level Spells (4 slots) *Charm Person, Disguise Self, Magic Missile, Silent Image*

2nd Level Spells (3 slots) *Alter Self, Hold Person, Invisibility, Mind Spike, Misty Step, Nystul's Magic Aura, Pass Without Trace, See Invisibility, Suggestion, Web*

3rd Level Spells (3 slots) *Counterspell, Dispel Magic, Fireball, Glyph of Warding, Slow*

4th Level Spells (3 slots) *Arcane Eye, Charm Monster, Locate Creature, Dimension Door, Greater Invisibility, Phantasmal Killer*

5th Level Spells (2 slots) *Dream, Dominate Person, Hold Monster, Passwall, Scrying, Seeming, Teleportation Circle, Wall of Force*

6th Level Spells (1/long rest) *Contingency, Chain Lightning, Mass Suggestion, True Seeing*

Actions

Multiattack The mage spy can cast a spell and make a single dagger attack on its turn.

Dagger. Melee Weapon Attack: +5 to hit, 5ft, one target. *Hit:* 5 (1d4+2) slashing damage

Bonus Actions

Cunning Action. The mage spy can use its bonus action to Dash, Disengage, or Hide.



BOUNTY HUNTER

Medium Humanoid, varies

Armor Class 16 (Studded Leather)

Hit Points 90 (12d8+36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	16(+3)	16 (+3)	16 (+3)	16 (+3)	18 (+4)
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Skills Athletics +6, Acrobatics +6, Stealth +6, Investigation + 9 Perception + 9, Survival +9

Senses passive Perception 19

Languages Common, and any one language

Proficiency Bonus +3

Challenge 7(2900xp)

Ambusher The bounty hunter has advantage on initiative checks. If the bounty hunter makes an attack against a creature that is surprised or has not taken its action yet, it can do so with advantage.

Background Check If a creature remains under the effects of the Bounty's Mark for at least 24 hours, the bounty hunter is able to collect enough information to predict their targets movements. They are able to learn information as if *Legend Lore* were cast of the individual and know the general location of their target at long as they are within 1 mile of them.

Bounty's Insight If a creature remains under the effects of the Bounty's Mark for at least 24 hours, the bounty hunter is able to collect enough information about the creature's tactics and abilities. It can learn that creatures Ability Scores, Class Features and Levels(if any), Condition Immunities, Damage Resistances and Immunities, Magic Items in its possession, Movement Speed, Proficiencies, Saving Throws, or Spells (if any). This information can be collected through eyewitnesses, word of mouth, etc.

Keen Senses The bounty hunter has advantage on Wisdom(Perception) and Intelligence(Investigation) checks

Actions

Multiattack The bounty hunter can make three attacks with their longsword. Alternatively, the bounty hunter can make two crossbow attacks. It can substitute any one of its weapon attacks for a Bola.

Longsword. *Melee Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 8 (1d8+3) slashing damage

Crossbow. *Ranged Weapon Attack:* +6 to hit, 30/120ft, one target. *Hit:* 7 (1d8+3) piercing damage

Bola. *Melee Weapon Attack:* +6 to hit, 10/30ft, one target. *Hit:* 6 (1d4+3) bludgeoning damage. Upon a hit, Medium and smaller creatures fall prone and are restrained. It must use its action to succeed a DC 15 Strength saving throw to escape the bola.

Bonus Actions

Bounty's Mark. The bounty hunter can mark a creature for its quarry. While this mark is active, the bounty hunter has advantage on Intelligence, Wisdom, and Charisma checks to track and find information about that creature.

While under this mark, the bounty hunter can deal add an additional 5(1d8) to its damage rolls against that creature and can make one additional weapon attack against it. It can also deal a critical hit against that creature on a 19-20.

The bounty hunter can only track one creature at a time in this manner ending the effect if it targets another creature or if it is killed.

BOUNTY MAGE

Medium Humanoid, varies

Armor Class 15 (Mage Armor)

Hit Points 78(12d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	14(+2)	14 (+2)	18 (+4)	18 (+4)	18 (+4)
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Skills Arcana +5, Deception +7, Stealth +5, Intimidation +7, Investigation +10 Perception +10, Survival +10, Persuasion +7

Senses passive Perception 20

Languages Common, and any one language

Proficiency Bonus +3

Challenge 7(2900xp)

Ambusher The bounty mage has advantage on initiative checks. If the bounty mage makes an attack against a creature that is surprised or has not taken its action yet, it can do so with advantage. Creatures that meet this condition also have disadvantage on saving throws against the bounty mage's spell effects.

Background Check If a creature remains under the effects of the Bounty's Mark for at least 24 hours, the bounty mage is able to collect enough information to predict their targets movements. It can cast *Legend Lore* and *Scrying* on that creature at will without expending spell slots.

Bounty's Insight If a creature remains under the effects of the Bounty's Mark for at least 24 hours, the bounty mage is able to collect enough information about the creature's tactics and abilities. It can learn that creature's Ability Scores, Class Features and Levels(if any), Condition Immunities, Damage Resistances and Immunities, Magic Items in its possession, Movement Speed, Proficiencies, Saving Throws, or Spells (if any). This information can be collected through eyewitnesses, word of mouth, etc.

Keen Senses The bounty mage has advantage on Wisdom(Perception and Survival) and Intelligence(Investigation) checks.

SPELLCASTING

The bounty mage is an 12th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The bounty mage has the following spells prepared:

Cantrips(At will) *Booming Blade, Firebolt, Friends, Minor Illusion, Message*

1st Level Spells (4 slots) *Burning Hands, Charm Person, Disguise Self, Hunter's Mark, Magic Missile, Shield, Sleep*

2nd Level Spells (3 slots) *Hold Person, Invisibility, Mind Spike, Nystul's Magic Aura, Pass Without Trace, See Invisibility, Suggestion, Web*

3rd Level Spells (3 slots) *Counterspell, Dispel Magic, Fast Friends, Fireball, Haste, Hypnotic Pattern, Sending, Slow*

4th Level Spells (3 slots) *Charm Monster, Dimension Door, Otiluke's Resilient Sphere, Phantasmal Killer*

5th Level Spells (2 slots) *Dominate Person, Hold Monster, Scrying, Seeming*

6th Level Spells (1 slot) *Chain Lightning, Disintegrate*

Actions

Multiattack The bounty mage can cast a spell and make a single dagger attack on its turn.

Dagger. *Melee Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 8 (1d8+3) piercing damage

Bonus Actions

Bounty's Mark. As a bonus action, the bounty mage can mark a creature for its quarry. While this mark is active, the bounty hunter has advantage on Intelligence, Wisdom, and Charisma checks to track and find information about that creature.

While under this mark, the bounty mage can deal add an additional 5(1d8) to its damage rolls against that creature. Additionally, that creature suffers disadvantage on saving throws against the bounty mage's spell effects. Additionally, the bounty mage's spell attack rolls have advantage against its target.

The bounty hunter can only track one creature at a time in this manner ending the effect if it targets another creature or if it is killed.



WILDLINGS

Wildlings represent a number of societies that live outside the normal sphere of civilization on the Material Plane. These societies tend to have a close connection to nature and their environment by living off the land in large but relatively isolated communities or regularly traveling as a nomadic horde.

Because of their differing way of life, they are often viewed as barbarians by many other societies. Sometimes this difference places great tension between them and civilization, which often leads to numerous conflicts and raids between them.

WILDLING SOCIETIES

Just like any civilization, wildlings possess very diverse cultures and motives that make it quite difficult to fully categorize them concisely. For this guide, wildling societies will be categorized according to location, as they would share a number of traits and skills to enable them to live within such environments.

ARCTIC CIVILIZATIONS

These wildling civilizations make their home in the frozen reaches of the Material Plane. They have learned to adapt to their frigid environment, using it to their advantage, as well as to quickly traverse the slick terrain and survive in its harsh temperatures.

BADLAND CIVILIZATIONS

Badland wildlings thrive in hazardous environments such as deserts or volcanic flats. Not only have they learned to adapt to the extreme heat, they are able to use the rather stark landscape to hide themselves from their opponents.

PRIMAL CIVILIZATIONS

Primal wildlings have chosen to embrace their primal aspect, embracing the humanoid's role as an apex predator. These societies view other humanoids and other intelligent creatures are potential prey and will conduct raiding parties or hunt wars for sustenance.

COASTAL CIVILIZATIONS

Coastal wildlings spend most of their life at sea. They have mastered the skills of navigation and naval engineering to make a living off of the sea. They also use their nautical advantage to conduct raids on coastal settlements as well.

SUBTERRANEAN CIVILIZATIONS

These wildling civilizations make their home in the deepest caverns of the Material Plane, such as the Underdark. Due to their time living in these environments, they have learned to use the shadows to their advantage to avoid deadlier threats.

WOODLAND CIVILIZATIONS

Woodland wildlings call the numerous forests, jungles, and swamps of the Material Plane home. They are quite adept at climbing and traveling through the tangled forests, which makes it easier to evade their enemies or to track their quarry.

WILDLING

There are numerous varieties of wildlings that one can face in battle. Below are several types of wildling warriors, each that specialize in a particular form of combat.

BERSERKER

Berserkers revel in the chaos of battle, which drives them into a war fury. On the battlefield, these individuals are an unstoppable force of bone or steel, cleaving anything in their path with their battleaxes.

However, berserkers are most known for their ability to become nearly unkillable in battle. Whenever they enter into their frenzied state, they seemingly become numb to all pain and are even to rise up from seemingly lethal wounds.

SAVAGE

Savages are known particularly for their brutality on the battlefield. When deployed on the battlefield, savages take glee in slaying as many enemies as possible. With each kill, they enter into a rampage, aggressively chasing down their next target. They are particularly drawn to weak or wounded opponents, making sport of their victim before skewering them with a flurry of sword thrusts.

BEASTLORD

Wildling beastlords are the masters of mounted combat. Although they are known to mount creatures commonly domesticated by most civilizations, they are also known to tame much more dangerous mounts such as bears, dire wolves, rhinos, and even much larger creatures such as dinosaurs or mammoths.

PREDATOR

Wildling predators serve as the eyes and ears of a raiding party. They are able to blend into their surrounding with ease, freely moving behind enemy lines or to track their quarry.

They are also known as expert ambushes and skirmishers, using their ability to camouflage into their surroundings to make a lethal first strike against their foe before fleeing into the safety of the surrounding terrain.

SHAMAN

Shamans have a special connection to the primal forces of nature around them, granting them the ability to conjure beasts of the wild and even transform into them at will. They also serve as mediums or emissaries between their tribe and their gods or the nature spirits that they commune with.

In battle, one shaman is a force to be reckoned with, as they are able to call upon hordes of beasts to overwhelm their foes. In dire straits, they are able to transform into a beast, granting them the necessary strength to either finish the battle or to make their escape.

SKALD

Skalds often serve as generals or commanders on the battlefield, using their arcane abilities to invigorate their allies and confuse their foes. A single skald can transform a small wildling raiding party into a devastating force, capable of crushing a small battalion or even taking a small village with only a few casualties.

On the battlefield, they are constantly barking commands to their allies, maneuvering them to advantageous positions and alerting them from danger. When a skald is on the battlefield, it is best that they are eliminated as quickly as possible. However, fighting a skald is no easy task. Although they are often accompanied by a considerable number of wildlings, they also are accomplished warriors in their own right, as they have combined martial prowess with their primal magic.

SPIKELORDS

Spikelords are easily recognizable by their spike laden armor. Thanks to their armor, spikelords are nearly impervious on the battlefield, as their thick armor is able to deflect most attacks. They have a rather unique fighting style as they wield spiked bucklers instead of conventional weapons to leap into the midst of a fray. Whenever they are hit with an attack, they are able to ram into their opponent, impaling them on their spiked armor.

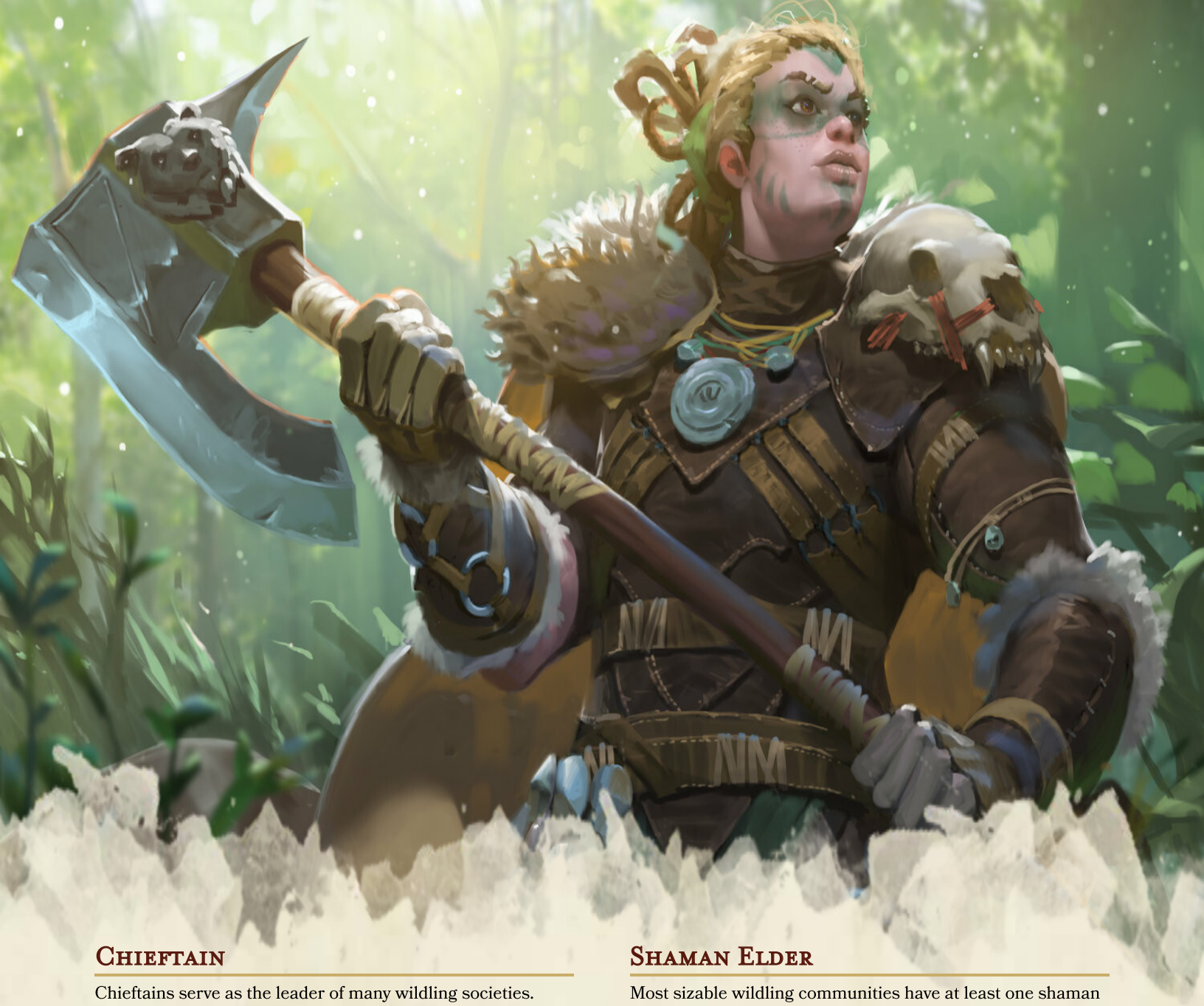
Thanks to their defensive tactics, they are used as shock troopers to draw enemy fire and intercept any attacks that would target their allies.

RAGEMONGER

Ragemongers are equivalent to living siege engines in humanoid form. They are best known for their immense strength, equivalent to that of creatures many times larger than them. Thanks to this ability, they are able to wield enlarged weapons with deadly efficiency and accuracy. Ragemongers are often deployed onto the battlefield to literally carve a path through enemies ranks, using their greatswords to strike multiple foes at a time. They also wield powerful greatbows capable of piercing through their target, pinning it to the ground or wall.

BLADESTORM

As their name suggests, bladestorms are dervishes of bone or steel on the battlefield. These individuals are unmatched in close combat, unleashing a perpetual flurry of sword strikes against their foe. Their keen reflexes grants them the ability to engage multiple foes at a time, parrying their attacks while returning the favor with a series of counterstrikes.



CHIEFTAIN

Chieftains serve as the leader of many wildling societies. Although many shamans or skalds may lead small wildling communities, chieftains often lord over numerous tribes at a time. Chieftains tend to lead their respective communities by strength, honor, respect, and power. There are numerous ways a chieftain can come to power, depending on the culture. Some methods a chieftain may come to power is a trial of passage that a prospective chieftain must complete. Others have come to power through trial by combat against an unworthy or weak leader. Others rule by a more conventional manner, wherein rulership is passed down through bloodline.

Unlike many other societies, many chieftains are known to accompany their subjects in time in war. In battle, a chieftain can easily be identified as a terrifying figure, cleaving foes in two. Their very presence on the battlefield is able to stir their allies into a battle frenzy.

SHAMAN ELDER

Most sizable wildling communities have at least one shaman in their midst. However, larger tribes that possess multiple shamans tend to have a shaman elder to lead them. In most wildling societies, shaman elders work in tandem with their tribe chieftain, leading the mystical side of wildling society and culture. They often serve as the voice of the primal forces of nature, or even as emissaries to the tribe's god or patron. However, in some circumstances, shaman elders have been known to rule entire wildling tribes.

In combat, shaman elders are an immensely dangerous opponents thanks to their mastery of primal magic. They are able to conjure legions of beasts and nature spirits to come to their aid. They are even able to shapeshift into nearly any creature and even cast spells while in their beast shape.

WILDLING BERSERKER

medium humanoid, varies

Armor Class 16 (Unarmored)

Hit Points 51 (6d8+18)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +5, Constitution +5

Skills Athletics +5, Perception +5, Intimidation +3

Senses passive Perception 15

Languages Common, and any one language

Proficiency Bonus +2

Challenge 3 (700 xp)

Brutal The berserker can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Berserker Frenzy When the berserker starts its turn below half its hitpoint maximum, the berserker gains resistance to bludgeoning, piercing, and slashing damage until the end of its next turn

Reckless At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls until the start of its the next turn but attack rolls against it has advantage for the duration.

Relentless When the berserker is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. Upon a successful saving throw, it regains 1 hitpoint. Upon each successful saving throw, the DC for this feature increases by 5. This DC resets after a short or long rest.

Siege Monster The berserker deals double damage to buildings and objects

Actions

Multiattack The berserker can make two greataxe or longbow attacks

Greataxe. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 9 (1d12+3) bludgeoning damage

Longbow. *Melee Weapon Attack:* +4 to hit, 150/600ft., one target. *Hit:* 6 (1d8+2) piercing damage

Reactions

Retaliation. When the berserker is hit with a melee attack from a creature within 5ft. of it, the berserker can use its reaction to greataxe attack against that creature.

WILDLING SAVAGE

medium humanoid, varies

Armor Class 16 (Unarmored + duel wielding.)

Hit Points 51 (6d8+51)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +5, Constitution +5

Skills Athletics +5, Perception +5, Intimidation +3

Senses passive Perception 15

Languages Common and any one language

Proficiency Bonus +2

Challenge 3 (700 xp)

Blood Frenzy When the savage makes an attack against a creature below half its hitpoint maximum, the savage can make an additional weapon attack as part of its Attack action against that creature.

Brutal The savage can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Reckless At the start of its turn, the savage can gain advantage on all melee weapon attack rolls until the start of its the next turn but attack rolls against it has advantage for the duration.

Actions

Multiattack. The savage can make three shortsword attacks. Alternatively, they can make two longbow attacks

Longsword. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 8 (1d6+3) piercing damage

Longbow. *Melee Weapon Attack:* +4 to hit, 150/600ft., one target. *Hit:* 7 (1d8+2) piercing damage

Bonus Actions

Aggressive The savage can use its bonus action to move up to its movement speed towards a hostile creature it can see. It must end this movement closer to a hostile creature.

Reactions

Rampage. When the savage reduces a creature to 0 hitpoints or deals a critical hit, it can use its reaction to move up to half its movement speed to make one additional weapon attack against a creature within range.



WILDLING BEASTLORD

medium humanoid, varies

Armor Class 15 (Unarmored + duel wielding.)

Hit Points 51 (6d8+18)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +5, Constitution +5

Skills Athletics +5, Perception +5, Intimidation +3

Senses passive Perception 15

Languages Common and any one language

Proficiency Bonus +2

Challenge 4 (1100 xp)

Brutal The beastlord and its mount can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Charge If the beastlord moves at least 20ft. on its turn while mounted and hits a creature with its battleaxe on the same turn, the beastlord can deal an additional 11(2d10) slashing damage on its next battleaxe attack. If the target is a creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

Reckless At the start of its turn, the beastlord and its mount can gain advantage on all melee weapon attack rolls until the start of its the next turn but attack rolls against it has advantage for the duration.

Battle Mount While mounted, the beastlord and its mount both take actions on the same turn. Its mount can either before or after the beastlord's turn.

Mounted Flurry If the beastlord makes two melee weapon attack against two different creatures on its turn, it can make an additional melee weapon attack against a third creature in range.

Saddle Born While mounted, both the beastlord and its mount have advantage on Dexterity saving throws. Upon failing a saving throw, the beastlord and its mount takes half damage and upon a successful saving throw, they both take no damage.

Actions

Multiattack The beastlord can make two attacks with its choice of battleaxe or longbow

Battle Axe. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 7 (1d10+3) slashing damage

Longbow. *Melee Weapon Attack:* +4 to hit, 150/600ft., one target. *Hit:* 6 (1d8+2) piercing damage

Bonus Actions

Savage Mount The beastlord can use their bonus action to command its mount to use its reaction to make a melee weapon attack against a creature in range.

Reactions

Battle Bond While mounted, the beastlord or their mount takes damage, the beastlord can use its reaction to split the damage between both targets.

WILDLING PREDATOR

medium humanoid, varies

Armor Class 16 (Unarmored + duel wielding.)

Hit Points 51(6d8+18)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +5, Constitution +5

Skills Athletics +5, Stealth +7, Perception +7, Intimidation +3

Senses passive Perception 17

Languages Common, and any one language

Proficiency Bonus +2

Challenge 3(700 xp)

Ambusher The predator has advantage on initiative checks and attack rolls against creatures that are surprised or have not acted yet in combat.

Brutal The predator can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

First Strike When the predator takes the Attack action against a creature that is surprised or not acted yet, it can make an additional longsword or longbow attack.

Keen Senses The predator has advantage on Wisdom(Perception) checks that rely on sight, sound, or smell.

Reckless At the start of its turn, the predator can gain advantage on all melee weapon attack rolls until the start of its the next turn but attack rolls against it has advantage for the duration.

Sneak Attack Once on each of its turns, the predator can deal an additional 7(2d6) damage against a surprised creature or if predator has advantage on an attack against that creature.

Actions

Multiattack The predator can make three attacks with its handaxe. Alternatively, the wildling predator can make two longbow attacks.

Handaxe. *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 7 (1d6+3) slashing damage

Longbow. *Melee Weapon Attack:* +6 to hit, 150/600ft., one target. *Hit:* 7 (1d8+3) piercing damage

BONUS ACTIONS

Wild's Camouflage While lightly obscured by ample natural terrain, the predator can use its bonus action to Disengage or Hide.

WILDLING SHAMAN

medium humanoid, varies

Armor Class 15 (Unarmored)

Hit Points 68(9d8+27)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	14 (+2)	16 (+3)	14 (+2)

Saving Throws Str +6, Con +6, Wis +6

Skills Animal Handling +9, Athletics +6, Stealth +5, Nature +5, Perception +6, Survival +6 Intimidation +5

Senses passive Perception 16

Languages Common, and any one language

Challenge 7(2900 xp) **Proficiency Bonus** +3

Brutal The shaman can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Spirit Beast(1/long rest) When reduced to 0 hitpoints, the shaman regains 1 hitpoint can activate its beastshape, even if it already expended a use of this feature.

SPELLCASTING

The shaman is a 9th level spellcaster. its spellcasting ability is Wisdom(spell save DC 14, +6 to hit with spell attacks). The shaman has the following spells prepared.

Cantrips(At Will) *Druidcraft, Mold Earth, Commune with Nature, Speak with Plants*

1st Level(4 slots) *Animal Friendship, Beast Bond, Cure Wounds, Find Familiar, Hunter's Mark, Speak with Animal*

2nd level(3 slots) *Alter Self, Flock of Familiars, Lesser Restoration, Locate Animals and Plants, Summon Beast, Spider Climb*

3rd level(3 slots) *Conjure Animals, Spirit Guardians*

4th level(2 slots) *Dominate Beast, Guardian of Nature, Polymorph*

5th level(2 slots) *Awaken, Commune with Nature, Greater Restoration, Mass Cure Wounds*

Actions

Multiattack The Shaman can cast a spell and make two quarterstaff attacks on its turn

Quarterstaff. *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 8 (1d8+3) magical bludgeoning damage

Bonus Actions

Beastshape (1/short rest) For up to three hours, the shaman can transform into a CR 3 beast using a bonus action. While in this state, its attacks count as magical for the purpose of overcoming resistance.

WILDLING SKALD

medium humanoid, varies

Armor Class 15 (Unarmored)

Hit Points 68(9d8+27)

Speed 30ft., 30ft. climb

STR

DEX

CON

INT

WIS

CHA

16 (+3) 14 (+2) 17 (+3) 14 (+2) 16 (+3) 19 (+4)

Saving Throws Strength +6, Constitution +6, Wisdom +6

Skills Animal Handling +9, Athletics +6, Stealth +5, Nature +5, Persuasion +10, Perception +6, Survival +6 Intimidation +10

Senses passive Perception 16

Languages Common and any one language

Challenge 7(2900 xp) **Proficiency Bonus** +3

Brutal The skald can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

SPELLCASTING

The skald is a 9th level spellcaster. its spellcasting ability is Charisma(spell save DC 15, +7 to hit with spell attacks). The skald has the following spells prepared.

Cantrips(At Will) *Blade Ward, Booming Blade, Guidance, Resistance, True Strike, Vicious Mockery*

1st Level(4 slots) *Charm Person, Heroism, Hunter's Mark, Speak with Animals*

2nd level(3 slots) *Enhance Ability, Spiritual Weapon, Suggestion*

3rd level(3 slots) *Fear, Haste, Mass Healing Word*

4th level(2 slots) *Confusion, Dominate Beast*

5th level(2 slots) *Dominate Person, Steel Wind Strike, Swift Quiver*

Actions

Multiattack The skald can cast a spell and make two attacks with its choice of a longsword or longbow. It can substitute a its spell effect for Battle Fervor (if available)

Battle Fervor(Recharge 5-6) Creatures of the skald 's choice (including the chieftain) within 30ft. of it. It gains advantage on attack rolls, ability checks, and saving throws until the end of its turn.

Longsword. *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 7 (1d8+3) slashing damage

Longbow *Melee Weapon Attack:* +6 to hit, range 150/600ft., one target. *Hit:* 7 (1d8+3) piercing damage

Bonus Actions

Battle Command. As a bonus action, the skald can command an ally it can see within 30ft. of it to use its reaction to move up to half its movement speed and make a single weapon attack.

Reaction

Evasive Command. The skald can warn its ally on incoming damage. As a reaction, whenever a creature that the skald can see within 30ft. of takes damage from an attack, the skald can cause that creature to take half damage instead.

WILDLING SPIKELORD

medium humanoid, varies

Armor Class 20 (Plate Armor + Bucklers)

Hit Points 100(12d8+48)

Speed 30ft.,

STR

DEX

CON

INT

WIS

CHA

18 (+4) 14 (+2) 19 (+4) 9 (-1) 16 (+3) 9 (-1)

Saving Throws Strength +7, Constitution +7

Skills Athletics +10, Perception +6, Intimidation +5

Senses passive Perception 16

Languages Common, and any one language

Challenge 5(1800 xp) **Proficiency Bonus** +3

Brutal The spikelord can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Spiked Armor When a creature grapples or hits the spike lord with a melee weapon attack while within 5ft. of it, they take 7(2d6) piercing damage.

Reactive The spikelord can take a reaction at the end of each creature's turns.

Actions

Multiattack The spikelord can make two attacks with its spiked buckler. It can substitute any one of those attacks for a heavy crossbow attack.

Spiked Buckler. *Melee Weapon Attack:* +7 to hit, reach 5ft., two targets in range. *Hit:* 7 (1d6+4) bludgeoning damage + 3(1d6) piercing damage. Creatures hit by this attack suffer disadvantage on all attack rolls except the spikelord until the end of its next turn.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, 100/400ft., one target. *Hit:* 8 (1d10+2) piercing damage.

Reactions

Interception When a creature within 5 feet of the spikelord makes an attack against a target other than it, the creature must make an attack against the spikelord instead. If the attack still hits, the spikelord takes half damage.

WILDLING RAGEMONGER

medium humanoid, varies

Armor Class 16 (Unarmored)

Hit Points 100(12d8+48)

Speed 30ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +7, Constitution +7

Skills Athletics +10, Perception +6, Intimidation +5

Senses passive Perception 16

Languages Common, and any one language

Challenge 5(1800 xp) **Proficiency Bonus** +3

Brutal The ragemonger can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Endurance When the ragemonger fails a saving throw against an effect that deals damage, they take half damage. Upon a successful saving throw, they take no damage.

Powerful Build When the ragemonger counts as one size Larger for the purposes of carrying, grappling, pushing, shoving, and wielding weapons

Relentless When the ragemonger starts its turn with 0 hitpoints, it can make a DC 10 Constitution saving throw. Upon a successful saving throw, it regains 1 hitpoint. Upon each successful saving throw, the DC for this feature increases by 5. This DC resets after a short or long rest.

Sheer Strength The ragemonger has advantage on Strength ability checks and saving throws.

Siege Monster The ragemonger can deal double damage to buildings and objects

Actions

Multiattack The ragemonger can make two greatsword or heavy longbow attacks

Oversized Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10ft., two targets in range. *Hit:* 18 (4d6+4) slashing damage.

Greatbow. *Ranged Weapon Attack:* +7 to hit, 150/600ft., one target. *Hit:* 13 (2d8+4) piercing damage. Upon a hit, creatures must succeed a DC 15 Strength saving throw or have its movement speed reduced to 0. It must use its action to break the arrow free from its form.

Reactions

Endure Pain Upon taking damage, the ragemonger can use their reaction reduce the damage taken by gaining 20 temporary hitpoints which last until the start of its next turn.

WILDLING BLADESTORM

medium humanoid, varies

Armor Class 18 (Unarmored + duel wielding)

Hit Points 100(12d8+48)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Strength +6, Dexterity +6, Constitution +6

Skills Athletics +6, Perception +6, Intimidation +5

Senses passive Perception 16

Languages Common, and any one language

Proficiency Bonus +3

Challenge 5(1800 xp)

Brutal The bladestorm can deal a critical hit on a 19-20. Upon a critical hit, it can triple the damage die.

Blade Storm Upon using its reaction to make an opportunity attack or use its riposte feature, the bladestorm can make two shortsword attacks instead of one.

Evasion When the bladestorm fails a Dexterity saving throw against an effect that deals damage, they take half damage. Upon a successful saving throw, they take no damage.

Quick Reflexes The bladestorm has advantage on Dexterity ability checks and saving throws.

Reactive the bladestorm can take a reaction at the end of every creatures turn.

Actions

Multiattack The bladestorm can make 4 shortsword attacks. Alternatively, it can make two long bow strikes

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, 150/600ft., one target. *Hit:* 9 (1d8+4) piercing damage.

Bonus Actions

Dervish. The bladestorm can use their bonus action to Disengage.

Reactions

Riposte. If a creature hits the bladestorm with a melee weapon attack, it can use its reaction to make two shortsword attacks.

WILDLING CHIEFTAIN

medium humanoid, varies

Armor Class 18 (Unarmored)

Hit Points 189(18d8+108)

Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
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21 (+5)	14 (+2)	22 (+6)	14 (+2)	16 (+3)	14 (+2)
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Saving Throws Strength +10, Constitution +11

Skills Athletics +15, Perception +8, Intimidation +12

Senses passive Perception 18

Languages Common and any one language

Proficiency Bonus +5

Challenge 15(13000 xp)

Beserker's Prowess The chieftain has advantage on Strength saving throws and ability checks

Brutal The chieftain can deal a critical hit on a 18-20. Upon a critical hit, it can triple the damage die.

Chieftain's Fury When the chieftain starts its turn below half its hitpoint maximum, the chieftain gains resistance to all damage until the end of its next turn.

While in this state, the chieftain is immune to being charmed, frightened, stunned, or paralyzed.

They can also make an additional greataxe attack whenever the chieftain takes the attack action.

Frightful Presence Creatures of the chieftain's choice that first enters or starts its turn within 60ft. of the chieftain must succeed a DC 18 Wisdom saving throw or become frightened for one minute. Creatures frightened in this manner can repeat its saving throw at the end of each of its turns to end the effect on a successful saving throw. Upon ending this effect, creatures are immune to being frightened in this manner for the next 24 hours.

Legendary Resistance(3/day) Upon failing a saving throw, the chieftain can choose to succeed. Upon using this feature, the chieftain can make a weapon attack against a creature within range.

Reckless At the start of its turn, the chieftain can gain advantage on all melee weapon attack rolls until the start of its the next turn but attack rolls against it has advantage for the duration.

Relentless When the chieftain starts its turn with 0 hitpoints, it can make a DC 10 Constitution saving throw. Upon a successful saving throw, it regains 1 hitpoint. Each time the chieftain uses this ability, it can take an additional Attack action against a creature within range.

Upon each successful saving throw, the DC for this feature increases by 5. This DC resets after a short or long rest.

Siege Monster The chieftain deals double damage to buildings and objects

Actions

Multiattack The chieftain can make a Frenzied Roar (if available) and three greataxe attacks on its turn. The chieftain can substitute any number of its greataxe attacks for a greatbow attack

Greataxe. *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit:* 18 (2d12+5) slashing damage.

Longbow. *Melee Weapon Attack:* +10 to hit, 150/600ft., one target. *Hit:* 14 (2d8+5) piercing damage.

Frenzied Roar(Recharge 5-6) Creatures of the chieftain's choice (including the chieftain) within 30ft. of it. It gains advantage on attack rolls, ability checks, and saving throws until the end of its turn.

Whenever it makes the attack action, it can make an additional weapon attack as part of its action.

Reactions

Retaliation. When the chieftain is hit with a melee attack, it can use its reaction to greataxe attack against that creature.

Legendary Actions (3/turn)

The chieftain can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The chieftain regains spent legendary actions at the start of its turn

Movement(1 action) The chieftain can move up to half its movement speed to a spot that it can see without provoking attacks of opportunity

Command Wildlings (2 actions) The chieftain can command a wildling within 30ft. of it to use its reaction to move up to its full movement speed and to make a single weapon attack against a creature of the chieftain's choice.

Resilience(3 actions) The chieftain can end one condition or spell effect on it.

WILDLING SHAMAN ELDER

medium humanoid, varies

Armor Class 15 (Unarmored)

Hit Points 135(18d8+54)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	14 (+2)	17(+3)	19 (+4)	21 (+5)	19 (+4)
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Saving Throws Strength +8, Constitution +8, Intelligence +9, Wisdom +10

Skills Athletics +8, Animal Handling +15, Perception +7, Nature +14, Perception +10, Stealth +7, Survival +10, Intimidation +9

Senses passive Perception 20

Languages any one language

Proficiency Bonus +5

Challenge 15(13000 xp)

Beast Shape(1/short rest) For up to three hours, the shaman elder can transform into a CR 5 beast using a bonus action. While in this state, its attacks count as magical for the purpose of overcoming resistance. The shaman elder retains their Intelligence, Wisdom, and Charisma stats.

Brutal The shaman elder can deal a critical hit on a 18-20. Upon a critical hit, it can triple the damage die.

Spirit Beast(1/long rest) When reduced to 0 hitpoints, the shaman elder regains 1 hitpoint can activate its beastshape, even if it already expended a use of this feature.

Legendary Resistance (3/day) Upon failing a saving throw, the shaman elder can choose to succeed. Upon using this feature, the shaman cast a spell on a creature it can see within range.

Magical Forms When the shaman elder polymorphs a creature or summons a creature using its spells, that creature has advantage on attack rolls and its attacks count as magical for the purpose of overcoming resistance.

Archdruid While in their beast shape, the shaman elder can cast spells that only use verbal or somatic components.

SPELLCASTING

The shaman elder is a 18th level spellcaster. its spellcasting ability is Wisdom(spell save DC 18, +10 to hit with spell attacks). The shaman elder has the following spells prepared.

Cantrips(At Will) *Druidcraft, Mold Earth, Commune with Nature, Speak with Plants*

1st Level(4 slots) *Animal Friendship, Beast Bond, Cure Wounds, Find Familiar, Hunter's Mark, Speak with Animal*

2nd level(3 slots) *Alter Self, Flock of Familiars, Lesser Restoration, Locate Animals and Plants, Summon Beast, Spider Climb*

3rd level(3 slots) *Conjure Animals, Spirit Guardians*

4th level(2 slots) *Dominate Beast, Guardian of Nature, Polymorph*

5th level(2 slots) *Awaken, Commune with Nature, Greater Restoration, Mass Cure Wounds*

6th level(2 slots) *Druid Grove, Tenser's Transformation*

7th level(1 slot) *Regenerate*

8th level(1 slot) *Animal Shapes*

9th level(1 slot) *True Polymorph*

Actions

Multiattack The shaman elder can make a spell attack and two quarterstaff attacks on their turn.

Quarterstaff. *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit:* 10 (1d8+5) magical bludgeoning damage.

Legendary Actions (3/turn)

The shaman elder can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shaman elder regains spent legendary actions at the start of its turn

Movement(1 action) The shaman elder move up to its half movement speed to a spot that it can see without provoking attacks of opportunity.

Cast Spell (2 actions) The shaman elder can cast a spell of 5th level or lower.

Resilience(3 action) The shaman elder can end one condition or spell effect on it.

REGIONAL VARIANTS

Arctic

- **Damage Resistances** Cold

Ice Walk The wildling can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Sight The wildling's vision is not obscured by fog or snowfall.

Snow Camouflage The Wildling has advantage on Stealth checks when in icy or snowy terrain or if obscured by ample fog or snowfall.

Shaman/Skald Spells

The wildling learns the following additional spells

Cantrips *Ray of Frost*

1st Level *Frost Fingers*

2nd level *Hold Person*

3rd level *Sleet Storm*

4th level *Ice Storm*

5th level *Cone of Cold, Hold Monster*

5th level *Otiluke's Freezing Sphere, Wall of Ice*

Bonus Actions

Snow Stalker While these conditions are met, can use bonus action to Hide.

Badlands

- **Damage Resistances** Fire

Sand Walk The wildling can move across and climb sandy or loose surfaces without needing to make an ability check. Additionally, difficult terrain composed of sand or stone doesn't cost additional movement

Sand Sight The wildling's vision is not obscured by sand or dust.

Sand Camouflage The wildling has advantage on Stealth checks when in sandy or rocky terrain. While these conditions are met, the wildling can use their bonus action to Hide.

Shaman/Skald Spells

The wildling learns the following additional spells

Cantrips *Mold Earth, Magic Stone*

1st Level *Catapult, Earth Tremor*

2nd level *Dust Devil, Spike Growth*

3rd level *Erupting Earth*

4th level *Stone Shape, Stoneskin*

5th level *Passwall, Wall of Stone*

6th level *Bones of Earth*

Fleshreaver

- **Damage Resistances** Necrotic, Poison

Blood Sense The wildling has advantage on Wisdom checks to track a creature that does not possess all of its hitpoints.

Devour If a creature the wildling kills a creature, it regains 10 hitpoints.

Shaman Spells

The wildling learns the following additional spells

Cantrips *Toll the Dead*

1st Level *Inflict Wounds*

2nd level *Hold Person*

3rd level *Animate Dead, Vampiric Touch*

5th level *Enervation, Reincarnate*

Reactions

Rampage When the wildling reduces a creature to 0 hitpoints, it can use its reaction to move up to half its movement speed to make a melee weapon attack against another creature in range.

Coastal

- **Movement Speed** Swim 30ft.

Fog Sight The wildling's vision is not obscured by fog or heavy rainfall.

Sea Legs The wildling has advantage on saving throws against effects that would knock it prone. Additionally, its movement speed is not affected by slippery surfaces.

Shaman Spells

The wildling learns the following additional spells

Cantrips *Shape Water*

1st Level *Create or Destroy Water, Fog Cloud, Grease*

3rd level *Tidal Wave, Wall of Water, Water Breathing, Waterwalk*

4th Level *Watery Sphere*

5th level *Maelstrom*

Subterranean

- **Senses** Darkvision 120ft.
- **Movement** Climb 30ft.

Shadow Stealth The wildling has advantage on Stealth checks when in dim light or darkness.

Shaman Spells

The wildling learns the following additional spells

Cantrips *Thaumaturgy*

2nd level *Darkness, Pass without a Trace, Invisibility*

3rd level *Stinking Cloud*

4th Level *Greater Invisibility*

5th level *Passwall*

Bonus Actions

Skulker While these conditions are met, the wildling can use bonus action to Hide.

Woodland

- **Damage Resistances** Poison
- **Movement** Climb 30ft.

Plant Camouflage The wildling has advantage on Stealth checks when obscured by ample plant life.

Plant Stride The wildling is unaffected by difficult terrain caused by non-magical plants.

Shaman Spells

The wildling learns the following additional spells

Cantrips *Druidcraft*

1st Level *Entangle*

2nd level *Barkskin*

3rd level *Plant Growth*

4th Level *Grasping Vine*

5th level *Wrath of Nature*

Bonus Actions

Skulker While these conditions are met, the wildling can use their bonus action to Hide.



ARTIFICERS

In the pursuit to unravel the mysteries of the arcane, some brilliant minds learned to combine the disciplines of magic with that of technology. As a result, these individuals have been able to engineering magnificent creations that attempt to challenge the very limitations of magic itself. These creations can also result in dangerous and volatile new technologies, granting immense magical power to those with no natural arcane talents.

ARTIFICER TYPES

Due to rapid growth and innovation of magical technology, it is hard to completely encompass every form in which these tools are used. However, many societies that possess such technology typically possess technology in the following three categories: magitech firearms, magitech armor, and constructs.

ARTIFICER GUNNERS

Artificer gunners have learned to craft a new form of weaponry known as firearms, which are known to fire projectiles and arcane bursts of energy over long distances. Although they do not possess the range of other ranged weapons such as longbows, they make up for it with sheer power and relative ease of use.

ARTIFICER ARMORERS

Whereas artificer gunners focus on offense, armorers utilize their magitech to create nearly invincible suits of armor. These magically enhanced suits can take many forms as some design entire exoskeletons to protect their body while others even implement and replace their own natural limbs for magitech instead to give themselves superior strength, speed, endurance, and other unique abilities.

ARTIFICER TINKERERS

Artificer tinkers focus primarily on the process of creation, creating magical constructs to serve them. These constructs can take many forms as they can be powered through numerous methods such as mechanically powered clockworks. Others rely on steam, electricity, runes, crystals, or other rare power sources.

Tinkerers possess the special ability to control their creations to fight as a singular unit with deadly efficiency.

ARTIFICER GUNNER TEMPLATE

Medium Humanoid, *Varies*

Armor Class 16 (Breastplate)
Hit Points 39 (6d8+12)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	16 (+3)	14 (+2)	12 (+1)

Skills Arcana +7, Investigation +5, Perception +4
Senses passive Perception 14
Languages Common and one language of choice
Proficiency Bonus +2
Challenge 2 (450 xp)

Firearm The artificer gunner's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Weapons The artificer gunner's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Magic Resistance The artificer gunner has advantage on saving throws against spells and magical effects.

Spell Gun The artificer gunner can use its weapons as its arcane focus. Additionally, spells cast through their weapons have their range doubled

Actions

Multiattack. The artificer gunner can two magitech rifle attacks. It can substitute a magitech rifle attack for a hammer

Magitech Hammer. *Melee Weapon Attack:* , +5 to hit, range 5ft. ,one target. *Hit:* 8(1d8+3) bludgeoning damage.

Magitech Rifle. *Ranged Weapon Attack:* , +5 to hit, range 90ft. ,one target. *Hit:* 9(1d10+3) piercing damage.

ARTILLERIST TEMPLATE

Medium Humanoid, *Varies*

Armor Class 18 (Plate Armor)
Hit Points 81 (12d8+36)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	18 (+4)	14 (+2)	12 (+1)

Skills Arcana +10, Investigation +7, Perception +5
Senses passive Perception 15
Languages Common and one language of choice
Proficiency Bonus +3
Challenge 7 (2900 xp)

Firearm The artificer artillery's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Weapons The artificer artillery's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Magic Resistance The artificer artillery has advantage on saving throws against spells and magical effects.

Spell Gun The artificer artillery can use its weapons as its arcane focus. Additionally, spells cast through their weapons have their range doubled

Actions

Multiattack. The artificer artillery can cast a spell and can make two attacks with its magitech maul. It can substitute any number of maul attacks for a ballista attack.

Magitech Maul. *Melee Weapon Attack:* , +7 to hit, range 5ft. ,one target. *Hit:* 11(2d6+4) bludgeoning damage.

Magitech Ballista. *Ranged Weapon Attack:* , +7 to hit, range 60ft. ,one target. *Hit:* 16(2d10+4) piercing damage. Creatures within 5ft. of the original target takes the same amount of damage as well



ARTIFICER GUNMASTER TEMPLATE

Medium Humanoid, Varies

Armor Class 18 (Plate Armor)

Hit Points 170 (20d8+80)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	20 (+5)	14 (+2)	12 (+1)

Saving Throws Str +9, Dex +7, Con +9, Int +10, Wis +7, Cha +6

Skills Arcana +15, Investigation +0, Perception +7

Senses passive Perception 17

Languages Common and one language of choice

Proficiency Bonus +5

Challenge 15 (13000 xp)

Firearm The artificer gunmaster's ranged weapon attacks can ignore penalties from firing in close range.

Legendary Resistances(3/day) Upon failing a saving throw, the artificer gunmaster can choose to succeed. Upon using this feature, the artificer gunmaster can cast a spell.

Magitech Weapons The artificer gunmaster's weapon attacks count as adamantite, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Magic Resistance The artificer gunmaster has advantage on saving throws against spells and magical effects.

Spell Gun The artificer gunmaster can use its weapons as its arcane focus. Additionally, spells cast through their weapons have their range doubled

Actions

Multiattack. The artificer gunmaster can cast a spell and can make two attacks with its Magitech Cannon Glaive. It can substitute any number of cannon glaive attacks for a Magitech Cannon attack.

Magitech Cannon Glaive. *Melee Weapon Attack:* , +10 to hit, range 10ft. ,one target. *Hit:* 11(1d10+5) slashing damage.

Magitech Cannon. *Ranged Weapon Attack:* , +10 to hit, range 60ft. ,one target. *Hit:* 15(4d4+5) piercing damage.

Legendary Actions (3/turn)

The artificer gunmaster can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The artificer gunmaster regains spent legendary actions at the start of its turn.

Movement(1 action) The artificer gunmaster can move up half its movement speed to a location that it can see within range. If it possesses a special mobility feature, it can use that ability.

Arcane Tinkering (2 action) If the artificer gunmaster has a recharge ability, it can choose to roll a d6 again to recover that feature.

Quick Strike (2 action) If the artificer gunmaster can make an attack with its glaive or cannon. Alternatively, it can use one of its special weapon options instead.

Cast a spell (2 action) The artificer gunmaster can cast a spell of 5th level or lower

Resilience (3 action) The artificer gunmaster can end one spell effect or status condition on themselves

ARTIFICER ARMORER TEMPLATE

Medium Humanoid, *Varies*

Armor Class 18 (Artificer Armor)
Hit Points 45 (6d8+18)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	16 (+3)	14 (+2)	12 (+1)

Skills Arcana +7, Investigation +5, Perception +4
Senses passive Perception 14
Languages Common and one language of choice
Proficiency Bonus +2
Challenge 3 (700 xp)

Firearm The artificer armorer's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Weapons The artificer armorer's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Powerful Build The artificer armorer counts as one size larger; however its physical size remain the same.

Magic Resistance The artificer armorer has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The artificer armorer can two armored fist attacks. It can substitute a fist attack for a handcannon strike

Magitech Fist. *Melee Weapon Attack:* , +5 to hit, range 5ft. ,one target. *Hit:* 8(2d4+3) bludgeoning damage.

Magitech Hand Cannon. *Ranged Weapon Attack:* , +5 to hit, range 60ft. ,one target. *Hit:* 8(1d8+3) piercing damage.

ARTIFICER RUNEMECH TEMPLATE

Medium Humanoid, *Varies*

Armor Class 20 (Artificer Armor)
Hit Points 102 (12d8+48)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	18 (+4)	14 (+2)	12 (+1)

Skills Arcana +12, Investigation +8, Perception +7
Senses passive Perception 14
Languages Common and one language of choice
Proficiency Bonus +4
Challenge 9 (5000 xp)

Firearm The artificer runemech's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Weapons The artificer runemech's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Magic Resistance The artificer runemech has advantage on saving throws against spells and magical effects.

Powerful Build The artificer runemech counts as one size larger; however its physical size remain the same.

Actions

Multiattack. The artificer runemech can cast a spell and make two armored fist attacks. It can substitute a fist attack for a cannon strike

Magitech Fist. *Melee Weapon Attack:* , +8 to hit, range 5ft. ,one target. *Hit:* 14(4d4+4) bludgeoning damage.

Magitech Cannon. *Ranged Weapon Attack:* , +8 to hit, range 60ft. ,one target. *Hit:* 15(2d10+4) piercing damage.



ARTIFICER MECHLORD TEMPLATE

Medium Humanoid, Varies

Armor Class 23 (Artificer Armor)

Hit Points 210 (20d8+120)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	20 (+5)	14 (+2)	12 (+1)

Saving Throws Str +12, Dex +8, Con +12, Int +11, Wis +8, Cha +7

Skills Arcana +17, Investigation +11, Perception +8

Senses passive Perception 18

Languages Common and one language of choice

Proficiency Bonus +6

Challenge 18 (20000 xp)

Firearm The artificer mechlord's ranged weapon attacks can ignore penalties from firing in close range.

Legendary Resistances(3/day) Upon failing a saving throw, the artificer mechlord can choose to succeed. Upon using this feature, the artificer mechlord can cast a spell.

Magitech Weapons The artificer mechlord's weapon attacks count as adamantite, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Magic Resistance The artificer mechlord has advantage on saving throws against spells and magical effects.

Powerful Build The artificer mechlord counts as one size larger; however its physical size remain the same.

Actions

Multiattack. The artificer mechlord can cast a spell and make two armored fist attacks. It can substitute a fist attack for a cannon strike

Magitech Greathammer. *Melee Weapon Attack:* , +12 to hit, range 5ft. ,one target. *Hit:* 16(4d4+6) bludgeoning damage.

Magitech Cannon. *Ranged Weapon Attack:* , +12 to hit, range 60ft. ,one target. *Hit:* 17(2d10+6) piercing damage.

Legendary Actions (3/turn)

The artificer mechlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The artificer mechlord regains spent legendary actions at the start of its turn.

Movement(1 action) The artificer mechlord can move up to half its movement speed to a location that it can see within range. If it possesses a special mobility feature, it can use that ability.

Arcane Tinkering (2 actions) If the artificer mechlord has a recharge ability, it can choose to roll a d6 again to recover that feature.

Quick Strike (2 actions) If the artificer mechlord can make an attack with its glaive or cannon. Alternatively, it can use on of its special weapon options instead.

Cast a spell (2 actions) The artificer mechlord can cast a spell of 5th level or lower

Resilience (3 actions) The artificer mechlord can end one spell effect or status condition on themselves



ARTIFICER TINKERER TEMPLATE

Medium Humanoid, Varies

Armor Class 16 (Breastplate)
Hit Points 39 (6d8+12)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	16 (+3)	14 (+2)	12 (+1)

Skills Arcana +7, Investigation +5, Perception +4
Senses passive Perception 14
Languages Common and one language of choice
Proficiency Bonus +2
Challenge 2 (450 xp)

Arcana Link The artificer tinkerer can concentrate on two spell effects using the bound construct to focus on the spell effect. The construct must succeed concentration checks to maintain the spell effect each time it takes damage.

As long as the artificer tinkerer is within 60ft. of the bound construct and can see it, the artificer tinkerer can cast spells through a bound construct's space.

Construct Tinkerer Whenever the artificer tinkerer casts a healing spell, constructs can benefit from this feature.

Firearm The artificer tinkerer's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Weapons The artificer tinkerer's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Actions

Multiattack. The artificer tinkerer can two magitech pistol attacks. It can substitute any number of pistol attacks for a hammer.

Magitech Hammer. *Melee Weapon Attack:* , +5 to hit, range 5ft. ,one target. *Hit:* 8(1d8+3) bludgeoning damage.

Magitech Pistol. *Ranged Weapon Attack:* , +5 to hit, range 60ft. ,one target. *Hit:* 6(1d6+3) piercing damage.

Bonus Actions

Summon Bound Construct(1/short rest) The artificer tinkerer can summon or animate a construct of CR 2 or lower to fight on its behalf. The construct acts on the artificer tinkerer's initiative.

Reactions

Counterdefense Whenever the artificer tinkerer takes damage, it can use its reaction to command its construct to make a single weapon attack.



ARTIFICER GOLEMANCER TEMPLATE

Medium Humanoid, Varies

Armor Class 16 (Breastplate)
Hit Points 78 (12d8+36)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	18 (+4)	14 (+2)	12 (+1)

Skills Arcana +10, Investigation +7, Perception +5
Senses passive Perception 15
Languages Common and one language of choice
Proficiency Bonus +3
Challenge 7 (2900 xp)

Arcana Link The artificer golemancer can concentrate on two spell effects using the bound construct to focus on the spell effect. The construct must succeed concentration checks to maintain the spell effect each time it takes damage.

As long the the artificer golemancer is with 60ft. of the bound construct and can see it, the artificer golemancer can cast spell's through a bound construct's space

Bound Infusions The bound construct gains a bonus to its saving throws equal to the artificer golemancer's Intelligence modifier.

Construct Tinkerer Whenever the artificer golemancer casts a healing spells, constructs can benefit from this feature.

Firearm The artificer golemancer's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Weapons The artificer golemancer's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Shield Link A bound construct gains 10 temporary hitpoints at the start of each of its turns.

Actions

Multiattack. The artificer golemancer can cast a spell two magitech pistol attacks. It can substitute any pistol attacks for a hammer attack

Magitech Hammer *Melee Weapon Attack:* , +7 to hit, range 5ft. ,one target. *Hit:* 9(1d8+4) bludgeoning damage.

Magitech Pistol *Ranged Weapon Attack:* , +7 to hit, range 60ft. ,one target. *Hit:* 7(1d6+4) piercing damage.

Bonus Actions

Summon Bound Construct(1/short rest) The artificer tinker can summon or animate a construct of CR 6 or lower to fight on its behalf. The construct acts on the artificer golemancer's initiative.

Reactions

Counterdefense Whenever the artificer golemancer takes damage, it can use its reaction to command its bound construct to make a single weapon attack.

ARTIFICER WARMIND TEMPLATE

Medium Humanoid, *Varies*

Armor Class 16 (Breastplate)

Hit Points 150 (20d8+60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	14 (+2)	16 (+3)	22 (+6)	14 (+2)	12 (+1)
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Saving Throws Str +7, Dex +7, Con +8, Int +11, Wis +7, Cha +6

Skills Arcana +16, Investigation +11, Perception +7

Senses passive Perception 17

Languages Common and one language of choice

Proficiency Bonus +5

Challenge 15 (13000 xp)

Arcana Link The artificer warmind can concentrate on two spell effects using the bound construct to focus on the spell effect. The construct must succeed concentration checks to maintain the spell effect each time it takes damage.

As long the the artificer warmind is with 60ft. of the bound construct and can see it, the artificer warmind can cast spells through a bound construct's space

Bound Infusions The bound construct gains a bonus to its saving throws equal to the artificer warmind's Intelligence modifier.

Construct Tinkerer Whenever the artificer casts a healing spells, constructs can benefit from this feature.

Firearm The artificer warmind's ranged weapon attacks can ignore penalties from firing in close range.

Legendary Resistances(3/day) Upon failing a saving throw, the artificer warmind can choose to succeed. Upon using this feature, the artificer warmind can command its construct to make one weapon attack.

Magitech Weapons The artificer warmind's weapon attacks count as adamantite, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Shield Link A bound construct gains 20 temporary hitpoints at the start of each of its turns.

Actions

Multiattack. The artificer warmind can cast a spell two magitech pistol attacks. They can substitute a pistol attack for a hammer attack

Magitech Hammer. *Melee Weapon Attack:* , +11 to hit, range 5ft. ,one target. *Hit:* 14(2d8+6) bludgeoning damage.

Magitech Pistol. *Ranged Weapon Attack:* , +11 to hit, range 60ft. ,one target. *Hit:* 13(2d6+6) piercing damage.

Bonus Actions

Summon Bound Construct(1/short rest) The artificer warmind can summon or animate a construct of CR 2 or lower to fight on its behalf. The construct acts on the artificer warmind's initiative.

Reactions

Counterdefense Whenever the artificer warmind takes damage, it can use its reaction to command its bound construct to make a single weapon attack.

Legendary Actions (3/turn)

The artificer warmind can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The artificer warmind regains spent legendary actions at the start of its turn.

Movement(1 action) The artificer warmind can move up to 30ft. to a location that it can see within range. If it possesses a Special Mobility feature, it can use that ability.

Quick Strike (2 actions) If the artificer warmind can command a bound construct to move up to its movement speed and make a weapon attack against a creature in range

Cast a spell (2 action) The artificer warmind can cast a spell

Resilience (3 actions) The artificer warmind can end one spell effect or status condition on itself or a bound construct

VARIANTS OF MAGITECH

Throughout the multiverse, magitech can take many different forms. Although this technology utilizes some degree of magic, the source from which this technology is powered can give it a unique flair of its own. Not every realm may possess every form of magitech as its development is extremely dependent on even within that given realm. Even if various realms share similar variants of magitech, it may operate or appearance in a drastically different manner from the other. However, regardless of what form magitech develops into, there is practically no limit to the marvel and feats that it can accomplish. As magitech flourishes, it is bound to open new possibilities that could lead into new forms of magitech or even completely novel fields of arcane engineering.

BIOTECH

The foundations of biotech focus primarily on utilizing the magical energy found in every living creature. Using these concepts, artificers are able to push the physical limitations of one's body through arcane augmentation. Such enhancements can include superior strength, speed, endurance, and even innate spellcasting. Biotech also tends to be one of the most diverse of all forms of magitech as some variants focus on grafting parts of other creatures, some focus on magically induced mutations, while some simply integrate arcane prosthetics into their bodies. Regardless of their methods, biotech artificers seek to continually push the limitations of their mortal forms.

BLOOMTECH

Bloomtech is believed to be a subsidiary field of biotech. Instead of physical augmentation, bloomtech seeks to harness the natural ability of plant life to absorb and convert magical energy to different forms. Bloomtech is believed to be a natural approach to artifice founded by druids. Many druidic societies favor this form of arcane technology due to its efficiency in comparison to other forms of magitech. Whereas other forms of arcane technology run the risk of absorbing large amounts of magical aether from its surrounds, bloomtech simply focuses on arcane conversion instead consumption.

CHEMTECH

In comparison to other forms of magitech, chemtech is not very reliant on arcane energy. Instead, most of its capabilities are through complex alchemical reactions. In general, chemtech only requires a small burst of arcane energy to act as a catalyst for chemtech reactions. Although this gives chemtech technology a significant advantage over other forms of arcane technology in the presence of antimagic fields, chemtech can prove to be quite dangerous as many of the alchemical tools utilized in its creation can prove to be quite toxic to most mortals.

CYBERTECH

Cybertech is an advanced form of magitech that is able to convert arcane energy into electricity. Cybertech revolves around the duality of arcana and electricity as it regularly alternates between both power sources. Due to being able to convert arcana to electricity, cybertech is able to perform high-powered functions and task even in situations that would limit the effectiveness of magical effects.

CLOCKWORK

Of all magitech, clockwork technology is the least reliant of magic. In most instances, clockwork technology only requires a small burst of arcane energy to initiate its mechanical chain reactions. In general, most clockworks are powered by a complex network of chain reactions, typically performed by gears. Despite their incredible complexity, the greatest feats of clockwork engineering are able to perform their tasks with impeccable precision. Despite its independence from an arcane power source, clockworks are susceptible to disrepair and malfunction if their internal mechanism are damaged.

PSYTECH

Psytech is an interesting for of arcane engineering that utilizes the psionic energy of the mind to power one's abilities. Whereas as most forms of magitech focus of physical enhancement or augmentation, psytech amplifies one's psionic capabilities instead. Psytech allows one to transfer information over long distances in an instant and the most advanced developments in this field even allows one to conjure objects from pure psychic energy.

RUNETECH

Runetech is typically what comes to mind when one thinks of magitech. As its name suggests, this form of arcane engineering stores arcane energy into runes which is able to convert that energy into a command, spell, or similar function. As a result, artificers are able to create complex networks of runes to power golems, weapons, tools, and other creations. There is practically no limit to the possibilities that runetech can provide as its effectiveness is only limited by the creativity of the caster. However, the only weakness that runetech possesses is that it is extremely susceptible to effects that hinder magical abilities.

STEAMTECH

In comparison to other forms of magitech, steamtech is somewhat archaic and inefficient. Steamtech can easily be identified by billowing columns of smoke and steam as well as scalding hot surfaces due to its reliance on heat. Typically, steamtech is found in realms where magitech is still in its early stages of development. Steamtech's reliance on heat and water makes for an easy source of power generation that is typically couple with a secondary power source which is usually some primitive variant of another form of magitech. Some of the most common combinations is that of steamtech and clockworks. Once the secondary form of power reaches its full potential, steamtech will quickly become outdated.



BIOTECH

- **Movement** 40ft., 40ft. climb, 40ft. swim

Amphibious The artificer can breathe in air and in water

Bionic Casting The artificer can cast its spells without requiring material components

Metabolic Casting When the artificer casts a spell of 1st level or higher, it regains a 5 hitpoints for every level above 1st that the spell is cast.

Spider Climb The artificer can climb difficult surfaces (including ceilings) without needing to make an ability check

SPELLCASTING

The artificer has the following spells prepared

Cantrips *Druidcraft, Primal Savagry, Thorn Whip*

1st Level Spells *Cure Wounds, Detect Magic, Identify, Jump, Longstrider*

2nd Level Spells *Alter Self, Invisibility, Darkvision, Invisibility, Spider Climb, Web*

3rd Level Spells *Fly, Stinking Cloud, Guardian of Nature*

4th Level Spells *Blight, Polymorph*

5th Level Spells *Awaken, Bigby's Hand, Cloudkill*

BLOOMTECH

Solar Power While in sunlight, the artificer regains a number of hitpoints 10 hitpoints.

Solar Weapons While in sunlight, the artificer deals an additional 5(1d8) radiant damage on its weapon attacks.

SPELLCASTING

The artificer has the following spells prepared

Cantrips *Druidcraft, Thorn Whip*

1st Level Spells *Cure Wounds, Detect Magic, Entangle, Guiding Bolt, Hail of Thorns, Identify, Jump, Longstrider*

2nd Level Spells *Barkskin, Spike Growth, Web*

3rd Level Spells *Daylight, Stinking Cloud, Plant Growth*

4th Level Spells *Blight, Grasping Vine, Sickening Radiance*

5th Level Spells *Cloudkill, Dawn, Wrath of Nature*

Bonus Actions

Solar Recharge(1/short rest) While in sunlight, the artificer can use its bonus action to regain a number of spell slots equal to a number of d8s equal to half its proficiency bonus(rounded up)

Solar Rejuvenation While in sunlight,the artificer can use its bonus action to take the Dash action

CHEMTECH

- **Damage Resistance** Acid
- **Challenge Rating** increases by 1

Chemical Warfare When the artificer hits a creature with a weapon attack, it can deal an additional 1d8 acid or poison damage (the artificer's choice) to the total damage roll.

Chemical Leak When the artificer is reduced to 0 hitpoints, creatures within 10ft. of it must succeed a Constitution saving throw against the artificer's spell save DC. On a failed saving throw, it is poisoned for one minute.

Poison Heal When the artificer takes poison damage, it takes no damage and regains a number of hitpoints equal to the damage dealt instead.

Potent Toxins the artificer can ignore resistance to poison damage and treats immunity as resistance

Toxic Boost When poisoned, the artificer does not suffer the normal effects of the poisoned condition. Instead, it gains advantage on attack rolls, ability checks, and saving throws for the duration. Additionally, the artificer gains 10 temporary hitpoints at the start of each of its turns while poisoned.

SPELLCASTING

The artificer has the following spells prepared

Cantrips *Acid Splash, Poison Spray*

1st Level Spells *Detect Magic, Identify, Ray of Sickness, Tasha's Caustic Brew*

2nd Level Spells *Blindness/Deafness, Melf's Acid Arrow, Ray of Enervation*

3rd Level Spells *Stinking Cloud*

4th Level Spells *Blight, Vitreolic Sphere*

5th Level Spells *Cloudkill, Contagion*

CYBERTECH

- **Damage Resistance** lightning
- **Challenge Rating** increases by 1

Cyber Weapons When the artificer hits a creature with a weapon attack, it can deal an additional 5(1d8) lightning damage to the total damage roll.

Supercharge When the artificer takes lightning damage, its movement speed is doubled until the end of its next turn. The artificer can also deal an additional 5(1d8) lightning damage on its weapon attacks

SPELLCASTING

The artificer has the following spells prepared

Cantrips *eldritch Blast, Lightning Lure*

1st Level Spells *Absorb Elements, Detect Magic, Identify, Witchbolt*

2nd Level Spells *Blur, Misty Step, Hold Person*

3rd Level Spells *Lightning Bolt, Major Image, Pulse Wave, Tiny Servant*

4th Level Spells *Summon Construct, Otiluke's Resilient Sphere*

5th Level Spells *Animate Objects, Far Step*

CLOCKWORK

Internal Clockwork The artificer has advantage on initiative checks

Mechanical Casting The artificer can ignore verbal components for its spell effects

Rapid Strike When the artificer deals a critical hit on a weapon attack, it can make one additional weapon attack as part of that action.

Overclock(recharge 5-6) At the start of its turn, the artificer can take an additional turn at initiative count +10.

SPELLCASTING

The artificer has the following spells prepared

Cantrips *eldritch Blast, Mending*

1st Level Spells *Detect Magic, Identify, Find Familiar, Shield, Tenser's Floating Disk, Longstrider*

2nd Level Spells *Flock of Familiars*

3rd Level Spells *Haste, Tiny Servant*

4th Level Spells *Fabricate, Summon Construct, Otiluke's Resilient Sphere*

5th Level Spells *Animate Objects, Creation*

NECROTECH

- **Damage Resistance** Necrotic

Necromantic Infusions When the artificer hits a creature with a weapon attack, it deals an additional 5(1d8) necrotic damage

Soul Harvest When the artificer reduces a creature to 0 hitpoints, it regains 10 hitpoints

Soul Power When the artificer reduces a creature to 0 hitpoints with a spell of 1st level or higher, it regains that expended spell slot.

Soul Tether When the artificer is reduced to 0 hitpoints, the artificer can spend any number of spell slots to regain a 5 hitpoints for each spell slot level expended.

SPELLCASTING

The artificer has the following spells prepared

Cantrips *Spare the Dying, Toll the Dead*

1st Level Spells *Detect Magic, Identify, Inflict Wounds*

2nd Level Spells *Blindness/Deafness, Ray of Enervation*

3rd Level Spells *Animate Dead, Speak with Dead, Summon Undead, Vampiric Touch*

4th Level Spells *Blight, Death Ward*

5th Level Spells *Antilife Shell, Danse Macabre, Negative Energy Flood, Reincarnate*

PSYTECH

- **Damage Resistance** Psychic
- **Languages** telepathy 60ft.

Mind Sense The artificer can detect the presence of creatures with an Intelligence of 6 or higher within 60ft. of it.

Psionic Casting The artificer can ignore material components for its spell effects

Psionic Infusions When the artificer hits a creature with a weapon attack, it deals an additional 5(1d8) psychic damage

Psytch Ward The artificer has advantage on saving throws against being charmed or frightened. Creatures are also unable to discern the thoughts of the artificer as long as it is not incapacitated.

Survey Mind When a creature is hit by the artificer's spell attacks or fails a saving throw against its spell effects, the artificer can discern the target's surface thoughts

SPELLCASTING

The artificer has the following spells prepared

Cantrips *Message, Mind Sliver, Guidance*

1st Level Spells *Cause Fear, Charm Person, Dissonant Whispers, Sleep*

2nd Level Spells *Calm Emotion, Detect Thoughts, Hold Person, Mind Spike Suggestion*

3rd Level Spells *Fast Friends, Fear, Pulse Wave*

4th Level Spells *Phantasmal Killer, Raulothim's Psychic Lance*

5th Level Spells *Animate Objects, Dream, Dominate Person, Telekinesis, Wall of Force*

Reactions

Psionic Reflection When the artificer takes damage from a creature within 60ft. of it, the attack takes psychic damage equal to a number of d8s equal to the artificer's proficiency bonus

RUNETECH

Aetheric Recharge When the artificer succeeds a saving throw against a spell effect, it takes no damage. If the spell is of 1st level or higher, the artificer regains a number of expended spell slots equal to the level of the spell cast.

Arcane Sensors The artificer can pinpoint the location of magical effects and objects within 60ft. of it.

Focused Aether The artificer has advantage on saving throws to maintain concentration on spell effects.

Runic Infusions When the artificer hits a creature with a weapon attack, it deals an additional 5 (1d8) force damage

SPELLCASTING

The artificer has the following spells prepared

Cantrips *Eldritch Blast, Prestidigitation*

1st Level Spells *Detect Magic, Identify, Magic Missile, Shield*

2nd Level Spells *Magic Weapon, Misty Step, Nystul's Magic Aura*

3rd Level Spells *Counterspell, Dispel Magic, Pulse Wave*

4th Level Spells *Dimension Door*

5th Level Spells *Teleportation Circle, Wall of Force*

STEAMTECH

-Damage Resistances Fire

Steam Infusion When the artificer hits a creature with a weapon attack, it deals an additional 5 (1d8) fire damage

Steam Powered When the artificer takes damage, its movement speed is doubled until the end of its next turn.

SPELLCASTING

The artificer has the following spells prepared

Cantrips *Firebolt*

1st Level Spells *Absorb Elements, Burning Hands, Detect Magic, Identify, Fog Cloud*

2nd Level Spells *Heat Metal, Levitate, Skywrite*

3rd Level Spells *Fireball, Fly, Haste*

4th Level Spells *Fire Shield*

5th Level Spells *Immolate*



DESIGNING A CUSTOM ARTIFICER

Because artificers can take many forms and possess a wide array of abilities, the best method to design one for your setting are to use the following templates to create the perfect NPC for your setting.

DETERMINING TEMPLATE

The first step to creating your NPC is to identify how it will be implemented in an encounter, as that will largely determine their strength and abilities. Are they guards in a growing magitech utopia or a budding artificer novice, look for the perfect construct companion. For these scenarios, an artificer armor or tinkerer with a shield guardian companion may be an appropriate choice respectively. If you are looking at designing a rival adventurer or even a technological mastermind, an Artificer Artillerist or an Artificer Warmind coupled with an Iron Golem could be an appropriate encounter.

DETERMINING SPELLS

Once you have identified your NPC, identifying what type of spells they would have is important to determining their flavor and abilities. For example, a magitech guard may possess *Find Familiar* and *Hold Person* to find and detain criminals, while an artificer warmind may possess *Animate Objects* and *Summon Construct* to demonstrate their ability to create robotic minions.

The adjacent table provides several spells that could be useful for an artificer themed characters with appropriate level restrictions depending on their strength. Although this list provides a basis for different spells they can use, feel free to deviate from the list to find what perfectly fits your character.

ADDING ABILITIES

The final step for this is to determine the unique abilities for your characters. As a general guideline, it is advisable to only select one feature per category to ensure a balanced statblock. These new features will reliably increase the challenge rating by 1 or 2. Many of these features require a saving throw, which ultimately use the artificer's spellcasting DC as calculated in the adjacent table.

Some features such as the Weapon Options table are **NOT** meant to stack on the same weapon, as it is best you only apply one of these features on a weapon at a time. This caveat does not necessarily apply to the Secondary Weapon Options.

Many features are passive abilities that are always active, but some such as the Special Weapon options can be substituted for a standard weapon attacks unless otherwise specified. As for Power Attacks, these abilities use an action to activate unless stated otherwise.

TEMPLATE EXAMPLES

The end of this document provides several example statblocks of artificer NPCs created using this templates.

Spellcasting

Low Tier Artificer This group includes gunners, armorers, and tinkerer's. They can cast up to 2nd level spells.

Mid Tier Artificer This group includes artillerists, runemechs, and golemancers. They can cast up to 3rd level spells.

Upper Tier Artificer This group includes gunmasters, mechlords, and warminds. They can cast up to 5th level spells.

SPELLCASTING ABILITY

The artificer's spellcasting ability is Intelligence (spell save is equal to 8 + its proficiency bonus + its Intelligence modifier, +Intelligence + proficiency bonus to hit with spell attacks). The artificer has the following spells prepared:

AVAILABLE SPELLS

Cantrips Booming Blade, Light, Mage Hand, Message, Minor Illusion, Prestidigitation, Thaumaturgy

1st Level Spells Absorb Elements, Cure Wounds, Find Familiar, Magic Missile, Thunderwave

2nd Level Spells Blur, Darkness, Hold Person, Invisibility, Mirror Image

3rd Level Spells Counterspell, Dispel Magic, Elemental Weapon, Fireball, Fly, Haste, Lightning, Slow

4th Level Spells Fabricate, Greater Invisibility, Otiluke's Resilient Sphere, Summon Construct

5th Level Spells Animate Objects, Bigby's Hand, Creation

MOBILITY OPTIONS

Mobility Option	Mobility Effect
1. Grappling Hook	As a bonus action, the artificer can propel itself 30ft. in a direction of their choice without provoking opportunity attacks.
2. Magitech Thrusters	The artificer gains a flying speed of 30ft. This flying speed is considered to be hovering
3. Magnetic Boots	The artificer gains a climbing speed of 30ft and can climb difficult surfaces (including upside down) without making ability checks.
4. Nautical Suit	The artificer gains a swimming speed of 30ft. and can breathe in air and in water
5. Magitech Enhancement	The artificer's movement speed increases by 10ft. and they can use their bonus action to Dash and is unaffected by non-magical difficult terrain.
6. Teleportation Matrix	The artificer can use its bonus action to teleport 30ft. to a spot it can see within range.

SENSORY OPTIONS

Sense Option	Sensory Effect
1. Gloom Goggles	The artificer gains darkvision up to 300ft. The artificer's vision is not hampered by any effect that heavily obscures its vision.
2. Illusion Goggles	The artificer can see invisible creatures and can automatically see through illusions. The artificer is unaffected by effects that would caused disadvantage on vision based attacks or ability checks.
3. Life Sight	The artificer can detect the presence of a living creature within 120ft. of it. This feature does not determine the creature's identity
4. Magic Sight	The artificer can detect the presence of a magical effect or object within 120ft. of it. It can determine the school of magic of that effect.
5. Sonar Helm	The artificer gains blindsight and tremorsense up to 30ft.
6. Magitech Sensors	The artificer has advantage on Perception and initiative checks and the artificer cannot be surprised.

WEAPON OPTIONS

Damage Type	Damage Effect
1. Acid	Upon a hit with a weapon attack, the attack deals an additional 1d8 acid and one creature within 5ft. of the original targets takes 5(1d8) acid damage
2. Cold	Upon a hit with a weapon attack, the attack deals an additional 1d8 cold damage and the target has its movement speed reduced by 10ft.
3. Fire	Upon a hit with a weapon attack, the attack deals an additional 1d8 fire damage and is set ablaze. Flaming creatures take an additional 1d8 fire damage at the start of its next turn. This effect does not stack.
4. Force	Upon a hit, the attack deals an additional 1d8 force damage and the target suffer disadvantage on saving throws to maintain concentration on spell effects
5. Lightning	Upon a hit, the attack deals an additional 1d8 lightning damage and the target cannot take reactions
6. Necrotic	Upon a hit, the attack deals an additional 1d8 necrotic damage and if creature below half its hitpoint maximum, it takes an additional 1d8 necrotic damage
7. Radiant	Upon a missing a target with a weapon attack, the attacker can make a weapon attack against another creature within range(it cannot be the original target). It can only benefit from this feature once per weapon attack.
8. Thunder	Upon a hit, the attack deals an additional 1d8 thunder damage and the target is pushed back 10ft if it is the artificer's size or smaller.

SECONDARY WEAPON OPTIONS

Description	Effect
1. Extending Weapon	Melee weapon attacks have an reach increased by 5ft.
2. Siege Weapon	The artificer's damage rolls deal double damage to buildings and objects.
3. Returning Weapon	Melee weapons gain range e thrown property of 20/60ft. Upon a hit or miss, the weapon returns back to the artificer.
4. Rift Weapon	When the artificer makes a melee weapon attack, the artificer can choose to force the target to make a Dexterity saving throw equal to artificer's spell save DC instead of making an attack roll. On a failed saving throw, the target takes damage as normal and none on a success.

SPECIAL WEAPON OPTIONS

Weapon type	Weapon Effects
1. Adrenaline Blaster	One creature within range gains an 10ft. increase to its movement speed until the end of its next turn
2. Elixir Blaster	One creature within range regains hitpoints equal to the damage dealt.
3. Renewal Blaster	One creature within range can remove one status condition on itself
4. Shield Blaster	One creature within range gains temporary hitpoints equal to the damage dealt. While a creature possess these temporary hitpoints, it gains resistance to all damage
5. Portal Shot	As an action, the artificer can fire to a spot within the weapon's range. Upon firing the weapon, the artificer teleports to that location.
6. Tractor Cannon	One creature within 30ft. must succeed a Strength saving throw with a DC equal to the artificers spell save DC. On a failed saving throw, creatures are pulled 30ft. towards the artificer. This movement does not provoke an opportunity attack.

OFFENSIVE OPTIONS

Mobility Option	Defense Effect
1. Burst Blade	The artificer can deal a critical hit on a 19-20. Upon dealing a critical hit with a melee weapon attack, all targets within 5ft. of the target take that damage as well.
2. Distraction Matrix	Creatures hit by the artificer's attacks suffer disadvantage on all attack rolls against creatures other than the artificer until the end of its next turn.
3. High Powered	The artificer can deal a critical hit on a 18-20. Upon dealing a critical hit, the artificer can triple the damage die instead.
4. Magitech Focus	The artificer can concentrate on two spell effects at a time. Upon losing concentration, both spell effects end.
5. Spitfire	The artificer can deal a critical hit on a 19-20. Upon dealing a critical hit with a ranged weapon attack, the artificer can make an additional ranged weapon attack
6. Shroud Matrix	Creatures hit by the artificer's attacks suffer disadvantage on all attack rolls against only the artificer until the end of its next turn.

DEFENSIVE OPTIONS

Mobility Option	Defense Effect
1. Adaptive Matrix	As a reaction, the artificer gains resistance to one damage type of the artificer's choice. This resistance changes each time this feature is used.
2. Armored Chassis	Upon failing a Constitution saving throw against an effect that deals half damage, the artificer takes half damage. On a successful saving throw, the artificer takes no damage.
3. Battle Cloak	The artificer can use its bonus action to turn invisible until the start of its next turn
4. Charged Plating	If a creature grapples or hits the artificer with a melee weapon attack, it takes 5(1d8) damage of a type of the artificer's choice.
5. Displacement Matrix	Creatures that rely on sight has disadvantage on attack rolls against it. Upon a hit, the artificer cannot benefit from this feature until the start of its next turn.
6. Evasion Matrix	Upon failing a Dexterity saving throw against an effect that deals half damage, the artificer takes half damage. On a successful saving throw, the artificer takes no damage.
7. Exoskeleton	The artificer can reduce damage taken by 10. This damage reduction is applied before any resistances are calculated.
8. Magic Ward	The artificer has advantage on saving throws against spells and magical effects
9. Mechanized Body	The artificer has advantage on Strength and Constitution ability checks and saving throws. the artificer's size counts as one size or larger.
10. Repulsive Shield	If a creature grapples or hits the artificer with a melee weapon attack, it must succeed a Strength saving throw equal to its spell DC or be pushed back 5ft.
11. Skirmished Modification	The artificer can move outside a creature's reach without provoking attacks of opportunity.
12. Magitech Shield	At the start of each of its turns, the artificer gains 10 temporary hitpoints at the start of each of their turns as long as it has at least 1 hitpoint

POWER ATTACK

Weapon type	Weapon Effects
1. Antimagic Emitter (recharge 5-6)	The artificer can create an antimagic field in a 20ft. radius around a spot that the artificer can see within 60ft. This field lasts for 1 minute or until the artificer uses this ability again
2. Dragon Launcher (recharge 5-6)	<p>Creatures in a 30ft. cone must succeed a Dexterity saving throw equal to the artificer's spell DC. On a failed saving throw, the target takes a number of d8s equal to the twice the artificer's proficiency bonus and half as much on a success.</p>
3. Magitech Core (recharge 5-6)	At the start of its turn (no action required) artificer regains a number of spell slots equal to the artificer's proficiency bonus
4. Magitech Grenade (recharge 5-6)	Creatures in a 20ft. radius around a spot that the artificer can see within 60ft. must succeed a Dexterity saving throw. On a failed saving throw, the target takes a number of d8s equal to the twice the artificer's proficiency bonus and half as much on a success.
5. Spell Replicator (recharge 5-6)	At the start of its turn(no additional action required), the artificer gains the following effect until the start of its next turn. The artificer is able to cast a spell of its choice from any spell list, even if it does not already know it without expending an additional spell slot. The artificer can only cast a spell of which it can cast.
6. Unstable Spell (recharge 5-6)	At the start of its turn(no additional action required), when the artificer casts a spell on its turn, it can treat the spell as if it were cast two level higher, even if the artificer cannot normally cast that level of a spell.. Using this feature only expends the original spell slot of that spell

DEATH EFFECTS

Death Ability	Effects
1. Invulnerability Matrix (1/day)	Upon dropping to 0 hitpoints, the artificer regains 1 hitpoint and gains immunity to all damage until the end of its next turn.
2. Magitech Ejection (1/day)	Upon dropping to 0 hitpoints, the artificer regains 1 hitpoint and can teleport to a spot it can see within 60ft.
3. Self Destruct(1/day)	Upon dropping to 0 hitpoints, creatures within 10ft. of the artificer must succeed on a Dexterity saving throw equal to the artificer's spell DC. On a failed saving throw, the target takes a number of d8s equal to the twice the artificer's proficiency bonus and half as much on a success. This effect instantly kills the artificer
4. Revival Protocol	Upon dropping to 0 hitpoints, the artificer can make a DC 10 Intelligence saving throw. On a successful saving throw, the artificer regains 1 hitpoint at the start of its next turn. Upon each successful save, the DC increases by 5. This DC resets after finish a short or long rest.



ALCHEMICAL BLASTER

Medium Humanoid, Varies

Armor Class 16 (Breastplate)

Hit Points 39 (6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	16 (+3)	14 (+2)	12 (+1)

Skills Arcana +7, Investigation +5, Perception +4

Senses darkvision 300ft., passive Perception 14

Languages Common and one language of choice

Proficiency Bonus +2

Challenge 3 (700 xp)

Firearm The alchemical blaster's ranged weapon attacks can ignore penalties from firing in close range.

Gloom Goggles The alchemical blaster's vision is not hampered by any effect that heavily obscures its vision

Magitech Weapons The alchemical blaster's weapon attacks count as adamantite, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Spell Gun The alchemical blaster can use its weapons as its arcane focus. Additionally, spells cast through their weapons have their range doubled

Spit Fire The alchemical blaster can deal a critical hit on a 18-20. Upon dealing a critical hit with a ranged weapon attack, the alchemical blaster can make an additional caustic rifle attack

SPELLCASTING ABILITY

The alchemical blaster's spellcasting ability is Intelligence (spell save DC 13, +5 to hit on spell attacks). The alchemical blaster has the following spells prepared:

Cantrips (at will) Booming Blade, Firebolt, Message, Thaumaturgy

1st Level Spells (4/slots) Absorb Elements, Cure Wounds, Shield, Magic Missile

2nd Level Spells (3/slots) Darkness, Invisibility

Actions

Multiattack. The alchemical blaster can two caustic rifle attacks. it can substitute any number of these attacks for a magitech napalm hammer.

Magitech Napalm Hammer Melee Weapon Attack: , +5 to hit, range 5ft. ,one target. *Hit:* 8(1d8+3) bludgeoning damage + 5(1d8) fire damage. Upon a hit, creatures takes 5(1d8) fire damage at the start of its next turn.

Caustic Magitech Rifle Ranged Weapon Attack: , +5 to hit, range 90ft. ,one target. *Hit:* 9(1d10+3) piercing damage + 5(1d8) acid damage. Upon a hit, one creature within 5ft. of the targets take 5(1d8) acid damage as well

Napalm Launcher(Recharge 5-6) Creatures in a 30ft. cone must succeed a DC 13 Dexterity saving throw. On a failed saving throw, the creatures take 18(4d8) fire damage half as much on a success.

SPELLJET GOLEMANCER

Medium Humanoid, *Varies*

Armor Class 16 (Breastplate)

Hit Points 78 (12d8+36)

Speed 30ft., 30ft. fly (hover via magitech thrusters)

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	14 (+2)	14 (+2)	18 (+4)	14 (+2)	12 (+1)
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Saving Throws Str +6, Dex +6, Con +6, Int +6, Wis +6, Cha +5

Skills Arcana +10, Investigation +7, Perception +5

Senses passive Perception 15

Languages Common and one language of choice

Proficiency Bonus +3

Challenge 7 (2900 xp)

Construct Tinkerer Whenever the spelljet golemancer casts a healing spells, constructs can benefit from this feature.

Firearm The spelljet golemancer's ranged weapon attacks can ignore penalties from firing in close range.

Magitech Ejection Upon dropping to 0 hitpoints, the golemnacer regains 1 hitpoint and can teleport to a spot it can see within 60ft.

Magitech Weapons The spelljet golemancer's weapon attacks count as adamantite, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Shield Link A bound construct gains 10 temporary hitpoints at the start of each of its turns.

SPELLCASTING ABILITY

The golemancer's spellcasting ability is Intelligence (spell save DC 15, +7 to hit on spell attacks). The golemancer has the following spells prepared:

Cantrips (at will) Booming Blade, Light, Message, Minor Illusion, Prestidigitation, Thaumaturgy

1st Level Spells (4/slots) Absorb Elements, Find Familiar, Magic Missile

2nd Level Spells (3/slots) Blur, Invisibility, Mirror Image

3rd Level Spells(2/slots) Fireball, Fly, Lightning Bolt

Actions

Multiattack. The spelljet golemancer can cast a spell two laser pistol attacks. Any number of pistol attacks could be substituted for a storm hammer

Extending Storm Hammer Melee Weapon Attack: , +7 to hit, range 10ft. ,one target. *Hit:* 9(1d8+4) bludgeoning damage + 5(1d8) lightning damage. Upon a hit, the target cannot take reactions

Laser Pistol Ranged Weapon Attack: , +7 to hit, range 60ft. ,one target. *Hit:* 7(1d6+4) piercing damage + 5(1d8) radiant damage. Upon a missing a target with a weapon attack, the attacker can make a weapon attack against another creature within range(it cannot be the original target). It can only benefit from this feature once per weapon attack.

Unstable Spell(recharge 5-6) When the spelljet golemancer casts a spell on its turn, it can treat the spell as if it were cast two levels higher, even if it cannot cast that level of a spell). Using this feature only expends the original spell slot of that spell

Bonus Actions

Summon Bound Construct(1/short rest) The spelljet golemancer can summon or animate a construct of CR 2 or lower to fight on its behalf. The construct acts on the spelljet golemancer's initiative.

Reactions

Counterdefense Whenever the spelljet golemancer takes damage, it can use its reaction to command its bound construct to make a single weapon attack.

MECHLORD WARMONGER

Medium Humanoid, Varies

Armor Class 23 (Artificer Armor)

Hit Points 210 (20d8+120)

Speed 30ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

22 (+6) 14 (+2) 22 (+6) 20 (+5) 14 (+2) 12 (+1)

Saving Throws Str +11, Dex +7, Con +11, Int +10, Wis +7, Cha +6

Skills Arcana +17, Investigation +11, Perception +8

Senses passive Perception 18

Languages Common and one language of choice

Proficiency Bonus +6

Challenge 20 (25000 xp)

Armored Chassis Upon failing a Constitution saving throw against an effect that deals half damage, the mechlord takes half damage. On a successful saving throw, the mechlord takes no damage.

Exoskeleton The mechlord can reduce damage taken by 10. This damage reduction is applied before any resistances are calculated

Firearm The mechlord's ranged weapon attacks can ignore penalties from firing in close range.

Invulnerability Matrix Upon dropping to 0 hitpoints, the mechlord regains 1 hitpoint and gains immunity to all damage until the end of its next turn.

Legendary Resistances(3/day) Upon failing a saving throw, the mechlord can choose to succeed. Upon using this feature, the mechlord can cast a spell of 5th level or lower.

Magitech Weapons The mechlord's weapon attacks count as adamantine, silvered, and magical for the purpose of overcoming resistance. They can also use their Intelligence modifier instead of using Strength or Dexterity for determining attack and damage rolls.

Powerful Build The mechlord counts as one size larger; however its physical size remain the same.

Siege Monster The mechlord deals double damage to buildings and objects

SPELLCASTING ABILITY

The mechlord's spellcasting ability is Intelligence (spell save DC 19, +11 to hit on spell attacks). The mechlord has the following spells prepared:

Cantrips (at will) Booming Blade, Light, Message, Minor Illusion, Prestidigitation, Thaumaturgy

1st Level Spells(4/slots) Absorb Elements, Find Familiar, Magic Missile, Thunderwave

2nd Level Spells (3/slots) Blur, Darkness, Invisibility, Mirror Image

3rd Level Spells (3/slots) Elemental Weapon, Fireball, Fly, Haste, Lightning, Slow

4th Level Spells(3/slots) Fabricate, Greater Invisibility, Summon Construct

5th Level Spells(2/slots) Animate Objects, Creation

Actions

Multiattack. The mechlord can cast a spell and make two spellbreak gauntlet attacks. It can substitute a gauntlet attack for its thunder cannon or tractor cannon

Spellbreak Gauntlets *Melee Weapon Attack:* , +12 to hit, range 5ft. ,one target. *Hit:* 16(4d4+6) bludgeoning damage + 5(1d8) force damage. Upon a hit, creatures have disadvantage on saving throws to maintain concentration on spell effects..

Thunder Cannon *Ranged Weapon Attack:* , +12 to hit, range 60ft. ,one target. *Hit:* 17(2d10+6) piercing damage + 5(1d8) thunder damage. Upon a hit, the target is pushed back 10ft.

Tractor Cannon One creature within 30ft. must succeed a DC 19 Strength saving throw On a failed saving throw, creatures are pulled 30ft. towards the mechlord. This movement does not provoke an opportunity attack. This attack can be substituted for any weapon attack.

Plasma Grenade(Recharge 5-6) Creatures in a 20ft. radius around a spot that the mechlord can see within 60ft. must succeed DC 19 Dexterity saving throw. On a failed saving throw, creatures take 54(12d8) lightning damage and half as much on a success.

Bonus Actions

Grappling Hook As a bonus action, the mechlord can propel themselves 30ft. in a direction of their choice without provoking opportunity attacks.

Legendary Actions (3/turn)

The mechlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mechlord regains spent legendary actions at the start of its turn.

Movement(1 action) The mechlord can move up to half its movement speed to a location that it can see within range without provoking attacks of opportunity.

Arcane Tinkering (2 action) The mechlord can reroll a d6 to regain its Plasma Grenade

Cast a spell (2 action) The mechlord can cast a spell of 5th level or lower

Arcane Tinkering (2 action) The mechlord can reroll a d6 to regain its Plasma Grenade

Resilience (3 actions) The mechlord can end one spell effect or status condition on themselves

BARBARIAN

At first glance, there seems to be very little that separates a barbarian from standard warriors. Whereas as many warriors rely on careful training or techniques to gain an edge, barbarians are characterized by their supernatural might and endurance. The source of their power does not necessarily come from years of martial discipline, but from their unbreakable focus or resolve in the face of danger.

BARBARIAN'S RAGE

This focus can manifest itself in a variety of ways. A common method that barbarians are able to tap into this inner wellspring of power is through a seething rage that causes them to transform into an unstoppable force capable of toppling much more powerful foes and shrugging off lethal wounds. Although in many cases a barbarian's rage can be triggered by pain or fury, some derive their mysterious powers from their inner magical essence, granting them the ability to harness various kinds of arcane energy.

BARBARIAN GOALS

Just as any warrior, barbarians can be found in all sort of occupations serving as guards, soldiers, or mercenaries. In many cases, barbarians can easily be mistaken for a standard fighter or even civilian. However, once in battle, a barbarian's true nature will finally reveal itself, often to the misfortune of their opponent.

Some barbarians seek to keep their hidden power a secret, and are even at times afraid to enter into any sort of conflict because of their incredible power. Others choose to fully embrace it, as they are at times quick to jump into any fray with zealous glee. Regardless of their agenda, barbarians can prove to be a valuable ally or formidable enemy.

BARBARIAN TACTICS

The barbarian's greatest area of expertise lies in melee combat. Thanks to their sheer strength and incredible endurance, a barbarian is often found on the front lines, oftentimes engaging multiple opponents at once. Their primary strength's lies in their rage that grants them an unnatural resilience against many conventional forms of weaponry. Thanks to this innate resistance, the barbarian can afford to take greater risks in battle, such as charging through enemies to target vulnerable spellcasters, which more than makes up for their limited options against ranged opponents.

UNRIVALED STRENGTH

A barbarian's rage not only enhances their durability, but their strength as well. Thanks to their endurance, barbarians are likely to use their reckless ability to fully exploit the extra damage they can deal due to their Brutal ability. In most circumstances, the benefits of such a tactics override the negative drawbacks to their carelessness.

ADVENTURER TACTICS

The best way to engage a barbarian is to maintain distance, taking advantage of its limited capabilities for ranged combat. However, adventurers still must remain wary of their positioning due to the barbarian's enhanced speed while raging allows them to easily close the gap between a ranged opponent. If close combat is unavoidable, it is best to never engage the barbarian alone without support, as a raging barbarian is more than a match for most opponents.

BARBARIAN TYPES

Barbarians can be categorized into three groups based on their mastery of their inner power.

BARBARIAN RAGERS

Barbarian ragers have just begun mastering their ability to harness their rage. Despite their relative inexperience with their new power, they can prove to powerful opponents when they fully embrace their barbaric rage. Unfortunately, this surge of power can also make them somewhat reckless and impulsive, causing them to take on more than they can truly handle.

BARBARIAN PARAGON

The term paragon is a quite accurate description for barbarians who have learned to master their rage. Barbarian paragons can be considered superhuman in scope due to their incredible feats of strength and durability. They have even learned to defy the clutches of death, using their inner rage to shrug off the deadliest of attacks.

BARBARIAN RAGELORD

Ragelord are typically legendary heroes and villains typically found in myths and legends. In fact, many people do not believe these individuals exist due to their impossible feats of power rivaling that of powerful entities such as celestials, dragons, fiendish lords and more. In some instances, many believe the ragelords are actually demigods or avatars of divinity due to their seemingly invincible nature and incredible might.

BARBARIAN VARIANTS

Depending on the source of their rage, barbarian can exhibit a wide array of special abilities.

BEASTRAGER

Beastragers are defined by their feral soul. When fully harnessed, beastragers can physically transform, taking on the form of mighty beasts. The source of the bestial nature can be a boon from ancient primeval spirits or the vestiges of the therianthropic curse.

BERSERKER

Berserkers are the most common variant of barbarian. In fact, the term barbarian's rage was coined from berserkers. What sets a berserker apart from other barbarians is their seething fury on the battlefield. While in their rage, berserkers become mindless, killing machines who can only be stopped when killed or all their opponents have been defeated.

BLOODRAGER

Bloodragers are a unique variant of barbarian that uses a variant of hemomancy to enhance their abilities. Their mastery of blood allows them to harness the life force of their enemies to heal the barbarian's wounds. Such a practice is a common amongst those who form alliances or pacts with vampires.

BONERAGER

Bonerager are those who have been forever marked by the touch of death, whether through encounters with the undead or even as a side effect from being resurrected. Regardless of their origin, when these barbarians harness the power of their necromantic essence, they are able to transform into ghastly avatars of death that consume the souls of their foes.

DERVISH

The dervish is known for their remarkable speed and grace on the battlefield. In combat, the dervish seems to enter into a battle trance which allows them to nimbly weave between opponents, cleaving them through with a graceful storm of weapon strikes. Their speed not only allows them to overwhelm their opponent's defense; but grants them incredible awareness as they are capable of deflecting incoming attacks, even from multiple opponents.

FIEND CURSED

These barbarians are marked by a demonic or infernal corruption on their soul. The source of this corruption can come from a pact with a fiendish entity, a malevolent curse on one's bloodline, or even one of the symptoms from visiting the Lower Planes.

When fully embraced, the fiend cursed is able to take on the very visage of a demon or devil. Because of the source of their power, many fiend cursed are often reviled and shunned by most of society. Those who do remain seek to keep their abilities a secret in fear of being hunter down or harming others.

FLAMERAGER

Flameragers are often associated with a larger category of barbarians known as storm heralds. In general, storm heralds are warriors who harbor the primordial fury of the elements within them. Flameragers are known to harness the explosive potential of the element of fire. In battle, flameragers have the ability to erupt into a firestorm that incinerates anything that gets to close.

FROSTBRINGER

Frostbringers are a special variant of storm herald who represent the unforgiving nature of winter. In battle, frostbringers emit an aura of frost that saps the vitality and will of those who dare approach them.

HEX CURSED

Hex cursed barbarians are individuals whose very essence has been imbued with various hexes or curses. Although most instances are a form of punishment or revenge from a hag or a powerful spellcaster, some hex cursed are created through rituals from covens imbuing them with powerful hexes. When these barbarians enter into their rage, they can use their curse to weaken and debilitate their enemies.

MISTRAGER

The Feywild is a volatile realm where emotion gain magical potency. Those exposed to this chaotic realm can experience a number of strange side effects. Mistragers are one of these outcomes. These barbarians have the unique ability to harness Fey magic to confound their enemies with psychedelic mental assaults, as well as the ability to warp reality to vanish from sight. Whereas most barbarians have a specific focus that allows them to tap into their rage, mistrager typically have relatively chaotic triggers for their rage that often vary depending on their mood or even the time of day.

MUTATED

The mutated are often those who survive terrible arcane experiments or endure the harsh, alien environments of many aberrant realms. However, these ordeals have forever altered the bodies of these individuals. In times of extreme danger or dire need, the mutated is able to turn into a writhing abomination of tendrils lashing out at its enemies. Thanks to their alien physiology, the mutated is naturally resistance against many forms of mental assaults and can quickly regenerate any wounds it receives.

RAGECHANTER

Whereas a barbarian's rage primarily enhances the ability of the individual, the ragechanter the unique ability to empower their allies with their rage. In many cases, ragechanters can often be confused for bards thanks to their ability to motivate their allies through speeches, songs, or sometimes just their heroic feats. Because of their ability to bolster their allies, their skills are often valued as combat support or even commanders.

SCALERAGER

Scaleragers are a special variant of barbarian that possesses the essence of a dragon in their soul. This power is often the result of their draconic legacy within their bloodline, or a boon to one who has gained the favor of a dragon. When unleashed, scaleragers can physically transform to gain the features of a dragon, such as scales and wings. However, their greatest power is their ability to channel dragon magic to unleash a breath attack akin to that of a true dragon

SPELLRAGER

The spellrager are individuals who have been magically altered from arcane experiments or exposure to magical phenomena such as ley lines or planar rifts. However, unlike many spellcasters, spellragers cannot harness this magical energy as a spell, instead it is emitted through chaotic bursts of wild magic. Because of the chaotic nature of wild magic, one should use caution when provoking a spellrager as there is no telling what may happen once they enter into their rage.

SPIRIT GUARDIAN

Barbarians of this path possess a spiritual connection with the dead. These barbarians are able to tap into this connection to call forth their guardian spirit to come to their aid in battle. These spirits are able to disorient enemies, shield allies from harm, and even physically manifest itself to strike down their foes.

STORMBREAKER

Stormbreakers are typically what comes to mind when one thinks of a storm herald. Their primeval connection grants them mastery of the air and the sea, and are able to create a whirling tempest around themselves as they enter into a rage.

TOTEM LORD

Whereas most barbarian draw from some inner power source as a source of their rage, totem lords use a special artifact known as a totem to focus their rage. Totems can take a variety of forms depending on the individual and can manifest a barbarian's power in different ways. Regardless of its form, all totems possess the ability to amplify a barbarian's rage, which can be used to empower their allies.

VOIDRAGER

Voidragers are rare individuals touched by the cosmos itself. This connection grants them the power to manipulate gravity as if it were an extension of their will. Upon enter into their rage, voidragers are able to create gravitational fluxes that propel themselves across the battlefield while locking down opponents by bring them into melee range or launching them into the air only to slam them back to the ground.

WARMONGER

The best description for a warmonger is that they are akin to the avatars of battle. Unlike many barbarians, warmongers have fully mastered the use of spiked armor into their fighting style, using it as an impervious defense but as a brutal weapon punishing those who get too close to it. Warmongers excel at fighting on the frontlines, cleaving through multiple opponents at a time thanks to their sweeping strikes.

ZEALOT

Zealots are identified by their undying devotion to divinity. Because of this connection, many zealots are imbued with celestial magic, giving off a radiant or necrotic aura depending on their deity. In many instances, zealots are often appointed as the literal champions of the gods. Because of this divine favor, zealots are nearly impossible to kill due to their zealous devotion.

BARBARIAN RAGER

medium humanoid, varies

Armor Class 14 (Natural Armor)

Hit Points 51 (6d8+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)
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Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +4, Perception +2

Senses passive Perception 12

Languages Common and one language on choice

Proficiency Bonus +2

Challenge 3 (700 xp)

Brutal Upon dealing a critical hit, the barbarian can triple the damage die instead of doubling it.

Furious Might While raging, the barbarian has advantage on Strength ability checks and saving throws.

Powerful Build The barbarian has the benefits of being one size larger. However, its physical size remains unchanged

Reckless At the start of each of its turns, the barbarian can grant itself advantage on melee weapon attacks until the start of its next turn. However, attacks against it have advantage until the start of its next turn.

Siege Monster The barbarian can deal double damage to buildings and objects

Rage Powers

The barbarian's rage gives them special ability, some of which require saving throws. The DC for these abilities is 13

Actions

Multiattack. The barbarian can make two Greataxe attacks

Greataxe. *Melee Weapon Attack:* +5 to hit to hit, 5ft., one target. *Hit* 9 (1d12+3) slashing damage

Bonus Actions

Aggressive The barbarian can use its bonus action to move up to its movement speed towards a creature it can see in range. However, it must end this movement closer to a hostile creature.

Rage(Recharge 5-6) As a bonus action, the barbarian can enter into a rage for one minute granting it resistance to bludgeoning, piercing, and slashing damage for the duration. The barbarian can only reroll a d6 to regain its rage once the duration ends.





BARBARIAN PARAGON

medium humanoid, varies

Armor Class 16 (Natural Armor)

Hit Points 114(12d8+60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +8, Con +8

Skills Athletics +8, Intimidation +6, Perception +3

Senses passive Perception 13

Languages Common and one language on choice

Proficiency Bonus +3

Challenge 8(3900 xp)

Battle Fervor The barbarian has advantage on initiative checks

Brutal Upon dealing a critical hit, the barbarian can triple the damage die instead of doubling it.

Feral Sense The barbarian has advantage on Dexterity saving throw

Furious Might While raging, the barbarian has advantage on Strength ability checks and saving throws.

Powerful Build The barbarian has the benefits of being one size larger. However, its physical size remains unchanged

Reckless At the start of each of its turns, the barbarian can grant itself advantage on melee weapon attacks until the start of its next turn. However, attacks against it have advantage until the start of its next turn.

Relentless When the barbarian is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw. On a successful saving throw, the barbarian regains 1 hitpoint. Upon each success, the DC increases by 5. This DC resets back to 10 after the barbarian finishes a short or long rest.

Siege Monster The barbarian can deal double damage to buildings and objects

Rage Powers

The barbarian's rage gives them special ability, some of which require saving throws. The DC for these abilities is 16

Actions

Multiattack. The barbarian can make two Greataxe attacks on its turn

Greataxe. *Melee Weapon Attack:* +8 to hit to hit, 5ft., one target. *Hit* 11 (1d12+5) slashing damage. While raging, this attack deals 18(2d12+5) slashing damage instead

Bonus Actions

Aggressive The barbarian can use its bonus action to move up to its movement speed towards a creature it can see in range. However, it must end its movement closer to a hostile creature.

Rage(Recharge 5-6) As a bonus action, the barbarian can enter into a rage for one minute granting it resistance to bludgeoning, piercing, and slashing damage for the duration. The barbarian can only reroll a d6 to regain its rage once the duration ends.



BARBARIAN RAGELORD

medium humanoid, varies

Armor Class 18 (Natural Armor)

Hit Points 230(20d8+140)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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24 (+7)	12 (+1)	24 (+7)	10 (+0)	10 (+0)	10 (+0)
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Saving Throws Str +12, Con +12

Skills Athletics +12, Intimidation +10, Perception +5

Senses passive Perception 15

Languages Common and one language on choice

Proficiency Bonus +5

Challenge 16(15000 xp)

Battle Fervor The barbarian has advantage on initiative checks

Brutal Upon dealing a critical hit, the barbarian can triple the damage die instead of doubling it.

Feral Sense The barbarian has advantage on Dexterity saving throw

Furious Might While raging, the barbarian has advantage on Strength ability checks and saving throws.

Legendary Resistances (3/day) Upon failing a saving throw, the barbarian can choose to succeed. Upon using this feature, the barbarian paragon can make an attack with their Greataxe

Powerful Build The barbarian has the benefits of being one size larger. However, its physical size remains unchanged

Reckless At the start of each of its turns, the barbarian can grant itself advantage on melee weapon attacks until the start of its next turn. However, attacks against it have advantage until the start of its next turn.

Relentless When the barbarian is reduced to 0 hitpoint, it can make a DC 10 Constitution saving throw. On a successful saving throw, the barbarian regains 1 hitpoint. Upon each success, the DC increases by 5. The DC resets after the barbarian finishes a short or long rest.

Siege Monster The barbarian can deal double damage to buildings and objects

Rage Powers

The barbarian's rage gives them special ability, some of which require saving throws. The DC for these abilities is 20

Actions

Multiattack. The barbarian can make three Greataxe attacks

Greataxe. *Melee Weapon Attack:* +12 to hit to hit, 5ft., one target. *Hit* 13 (1d12+7) slashing damage. While raging, this attack deals 20(2d12+7) slashing damage instead

Bonus Actions

Aggressive The barbarian can use its bonus action to move up to its movement speed towards a creature it can see in range. However, it must end its movement closer to a hostile creature.

Rage(Recharge 5-6) As a bonus action, the barbarian can enter into a rage for one minute granting it resistance to bludgeoning, piercing, and slashing damage for the duration. The barbarian can only reroll a d6 to regain its rage once the duration ends.

Legendary Actions(3/turn)

The barbarian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The barbarian regains spent legendary actions at the start of their turn.

Battle Charge (1 action) The barbarian can move up to its movement speed without provoking attacks of opportunity

Renewed Fury (2 action) The barbarian can reroll a d6 to regain its range. Upon rolling a 5 or 6, the barbarian enters into its range

Barbaric Strike (2 actions) The barbarian can make a single Greataxe attack with advantage

Resilience(3 actions) The barbarian can choose to end one condition or spell effect on itself.

Berserker

Mindless Fury While raging, the berserker is immune to being charmed or frightened.

Raging Fury When the berserker first enters into its rage, creatures of its choice within 30ft. of it that can see it must succeed a Wisdom saving throw equal to the berserker's Rage DC. On a failed saving throw, the target is frightened by the berserker for one minute. Frightened creatures can repeat its saving throw at the end of each of its turns to end the effect on a success.

Wild Swing(Replaces Reckless) Until the start of its next turn, the berserker can deal maximum damage on its weapon damage die. However, until the start of the berserker's next turn, attacks against it have advantage

Bonus Actions

Berserk Frenzy While raging, the berserker can use its bonus action to make one additional melee weapon attack

Reactions

Retaliation When the berserker take damage from a creature within 5ft. of it, the berserker can make a melee weapon attack against that creature. While raging, the berserker can take this particular reaction at the end of every creature's turn.

Bloodrager

Blood Lust While raging, the bloodrager has advantage on attack rolls against creatures below half its hitpoint maximum

Gorger When the bloodrager deals a critical hit, the bloodrager regains a number of hitpoints equal to half the damage dealt.

Sanguine Rage While raging, the bloodrager gains immunity to poison and necrotic damage for the duration of the effect.

Reactions

Sanguine Healing When the bloodrager reduces a creature to 0 hitpoints, it regains a number of hitpoints equal to 10 times the bloodrager's proficiency bonus(rounded down)

Beastrager

- **Movement Speed** 40ft., 40ft. swim, 40ft. climb

Amphibious The beastrager can breathe in air and in water.

Bestial Charge If the beastrager moves at least half its movement speed and makes a melee weapon attack on the same turn, the target must make a Strength saving throw against the beastrager's Rage DC. On a failed saving throw, the target is knocked prone. The beastrager can use its bonus action to make an additional melee weapon attack against the prone target.

Infectious Fury When the beastrager hits a creature with a melee weapon attack, the target must succeed a Wisdom saving throw equal to the beastrager's Rage DC. On a failed saving throw, the target must use its reaction to move up to half its movement speed to make a melee weapon attack against the nearest creature that is not the beastrager.

Spider Climb The beastrager can climb difficult surfaces (including ceilings) without needing to make an ability check

Bonerager

- **Challenge Rating** Increases by 1

Aura of Undeath While raging, creatures that first enters within 10ft. of the bonerager cannot regain hitpoints until the end of its next turn.

Phantom Stride While raging, the bonerager can move through other creatures and objects as if they were difficult terrain. If it ends its turn in an occupied space, the bonerager is shunted to the nearest unoccupied space taking 5 (1d10) force damage for every 5ft. it is shunted.

Undead Resilience While raging, the bonerager has immunity to necrotic and poison damage.

Undying Fortitude(Replaces Relentless) If the bonerager is reduced to 0 hitpoints while raging, it does not die or become unconscious until the duration of its rage ends.

Reactions

Soul Harvest When the bonerager reduces a creature to 0 hitpoints, the bonerager gains temporary hitpoints equal to 10 times half the bonerager's proficiency bonus (rounded down).

Dervish

Battle Trance While raging, the dervish has advantage on Dexterity (Acrobatics) ability checks.

Blade Dancer While raging, the dervish can move outside a creature's reach without provoking attacks of opportunity.

Evasion While raging, when the dervish fails a Dexterity saving throw against an effect that deals damage, the dervish takes half damage. On a successful saving throw, the dervish takes no damage.

Martial Flurry Once on its turns when the dervish has advantage on a weapon attack, the dervish can forgo advantage to make one additional weapon attack as part of its Attack action.

Reactions

Parry While raging, the dervish can use its reaction to grant itself a +2 to its armor class against the next attack made against it

Reactive The dervish can use its reaction at the end of every creature's turn

Fiend Cursed

- **Challenge Rating** Increases by 1

Devil Sight The fiend cursed's vision is not obscured by magical darkness

Demon Skin While raging, the fiend cursed gains resistance to cold, fire, lightning, and poison damage.

Fiendish Flight While raging, the fiend cursed gains a flying speed equal to its walking speed.

Hellish Strikes Once on each of the fiend cursed's turns while raging, the fiend cursed can deal additional fire damage on its weapon attacks. This additional damage is equal to a number of d8s equivalent to the fiend cursed's proficiency bonus.

Bonus Actions

Demonic Terror When the fiend cursed first enters into its rage, creatures of its choice within 30ft. of it that can see it must succeed a Wisdom saving throw equal to the fiend cursed's Rage DC. On a failed saving throw, the target is frightened by the fiend cursed for one minute. Frightened creatures can repeat its saving throw at the end of each of its turns to end the effect on a success.

Flamerager

- **Challenge Rating** Increase by 1

Blazing Aura While raging, creatures that first enter or start its turn within 10ft. of the flamerager, grapples it, or hits it with a melee attack while within 5ft of the flamerager takes 4(1d8) fire damage.

Kindled Weapon Once on each of the flamerager's turns while raging, the flamerager can deal additional fire damage on its weapon attacks. This additional damage is equal to a number of d8s equivalent to the flamerager's proficiency bonus.


Soul of Fire While raging, the flamerager gains immunity to fire damage.

Bonus Actions

Explosive Rage When the flamerager first enters into its rage, creatures of its choice within 10ft. of it that can see it must succeed a Dexterity saving throw equal to the flamerager's Rage DC. On a failed saving throw, the target takes fire damage equal to a number of d8s equivalent to the flamerager's proficiency bonus. On a successful saving throw, creatures take half damage.

Reactions

Wrath of the Flames When the flamerager takes damage from a creature within 30ft. of it, that creature must succeed a Dexterity saving throw equal to the flamerager's Rage DC. On a failed saving throw, the target takes fire damage equal to a number of d8s equivalent to the flamerager's proficiency bonus. On a successful saving throw, creatures take half damage.



Frostbringer

- **Challenge Rating** Increase by 1

Raging Blizzard While raging, creatures that first enter or start its turn within 10ft. of the frostbringer has its movement speed reduced by 10ft. until the start of its next turn.

Frostbitten Weapon Once on each of the frostbringer's turns while raging, the frostbringer can deal additional cold damage on its weapon attacks. This additional damage is equal to a number of d8s equivalent to the frostbringer's proficiency bonus.

Soul of Winter While raging, the frostbringer gains immunity to cold damage.

Bonus Actions

Flash Freeze When the frostbringer first enters into its rage, creatures of its choice within 10ft. of it must succeed a Constitution saving throw equal to the frostbringer's Rage DC. On a failed saving throw, the target is encased in ice and restrained until the end of its next turn.

Reactions

Wrath of the Frost When the frostbringer takes damage from a creature within 30ft. of it, that creature must succeed a Constitution saving throw equal to the frostbringer's Rage DC. On a failed saving throw, the target is restrained until the end of its next turn.

Mistrager

Fey Ward While raging, the mistrager has advantage on saving throws against being charmed or frightened

Twisted Delirium While raging, whenever the mistrager succeeds a saving throw against being charmed or frightened by an effect that targets only the mistrager, the effect is reflected back at the attacker using the mistragers' Rage DC instead.

Bonus Actions

Delirious Rage When the mistrager first enters into its rage, creatures of its choice within 30ft. of it that can see it must succeed a Wisdom saving throw equal to the mistrager's Rage DC. On a failed saving throw, the target is charmed by the mistrager for one minute. Charmed creatures have disadvantage on all attack rolls for the duration and can repeat its saving throw at the end of each of its turns to end the effect on a success.

Misty Blink The mistrager can use its bonus action to teleport 30ft. to a spot that it can see within range.

Reactions

Misty Shroud When the mistrager takes damage while raging, it can use its reaction to turn invisible until the start of its next turn.

Mutated

Amorphous Form While raging, the mutated can move through a space at least 1 inch without squeezing.

Alien Transformation While raging, the mutated is immune to affects that would magically change its form

Adaptive Physiology At the start of each of turns, the mutated grants itself immunity to one damage type of its choice until it uses this feature again.

Elongated Grasp While raging, the mutated reach for its melee weapon attacks increases by 10ft.

Bonus Actions

Mutated Tendrils As a bonus action, the mutated can force a creature it can see within 15ft. of it to make a Strength saving throw against the mutated's rage DC. On a failed saving throw, the target is grappled and restrained by the mutated. A restrained creature must use its action to repeat the saving throw to escape. The mutated can only grapple one creature at a time in this manner

Reactions

Malleable Adaptation When the mutated takes damage while raging, it can use its reaction to halve the damage received.

Ragechanter

- **Skill Expertise** Intimidation, Persuasion
- **Challenge Rating** 1

Rage Chant Creatures of the ragechanter's choice within 30ft. of it have advantage on saving throws against being charmed or frightened.

Bonus Actions

Reckless Command The ragechanter can use its bonus action to grant creatures of its choice within 30ft. of it to gain the benefits of Reckless until the start of that creature's next turn.

Raging Endurance As a bonus action, the ragechanter can grant creatures of its choice within 30ft. of it resistance to bludgeoning, piercing, and slashing damage until the start of the ragechanter's next turn.

War Chant When the ragechanter first enters into its rage, creatures of the ragechanters choice within 30ft. of it gains temporary hitpoints equal to 10 times half the ragechanter's proficiency bonus (rounded down)

Scalerager

Dragon Flight While raging, the scalerager gains a flying speed equal to its walking speed

Dragon Scale While raging, the scalerager has advantage on saving throws against spells and magical effects. Upon succeeding a saving throw against a spell or magical effect that deals damage, the scalerager takes no damage.

Wyrms Scale While raging, the scalerager gains immunity to one of the following damage types of its choice(acid, cold, fire, l)

Actions

Dragon's Breath(Raging only) Creatures in a 20ft. cone must succeed a Dexterity saving throw equal to the scalerager's Rage DC. On a failed saving throw, creatures takes damage equal to a number of d10s equal to the scalerager's proficiency bonus and half as much on a success. This damage matches the elemental attunement of its Wyrms Scale ability

Spellrager

- **Challenge Rating:** Increase by 1

Chaos Burst When the spellrager deals a critical hit or is hit with a critical hit, the spellrager can roll a d100 on the Wild Magic table to determine an effect. If the Wild Magic effect is a spell, the spellrager can use its Rage DC to cast the spells

Magical Attack While raging, the spellrager's attacks count as magical for the purpose of overcoming resistance.

Magical Resistance While raging, the spellrager has advantage on saving throws against spells and magical effects.

Spell Ward While raging, the spellrager gains resistance to all damage from spells and magical effects.

Bonus Actions

Wild Rage When the spellrager enters into its rage, it can roll a d100 on the Wild Magic table to determine an effect. If the Wild Magic effect is a spell, the spellrager can use its Rage DC to cast the spells

Spirit Guardian

- **Challenge Rating** Increases by 1

Spirit Strike When the spirit guardian hits a creature with a weapon attack, the target must succeed a Wisdom saving throw equal to the spirit guardian's Rage DC. On a failed saving throw, the target suffers disadvantage on attack rolls until the start of its next turn.

Vengeful Spirits While raging, the spirit guardian and creatures of its choice within 30ft. of it gains temporary hitpoints equal to 10 times half the spirit guardian's proficiency bonus(rounded down). These temporary hitpoints last for the duration of the rage or until depleted. When selected creatures take damage while possess these temporary hitpoints, the attacker takes 9(2d8) force damage.

Bonus Actions

Spiritual Warrior As a bonus action, the spirit guardian can conjure a spectral warrior to attack a creature within 60ft. Upon using this feature, the spirit guardian can make a melee weapon attack against a creature within range. Upon making this attack, the spirit guardian immediately vanishes.

Reactions

Spirit Shield While raging, the spirit guardian or a creature within 30ft. of its takes damage, the spirit guardian can use its reaction to take half damage.

Hex cursed

Cursed Strikes When the hex cursed hits a creature with a weapon attack, the target suffers disadvantage on saving throws until the start of its next turn.

Hex Ward While raging, whenever the hex cursed takes damage, it can roll a d6. Upon rolling a 6, the hex cursed takes no damage and is otherwise unaffected by that effect.

Bonus Actions

Cursed Rage When the hex cursed enters into its rage, it can cast *Hex* on a creature it can see within range. The hex cursed cannot lose concentration on this spell effect for the duration of its rage.

Binding Curse The hex cursed can teleport up to its movement speed towards a creature under its *Hex*

Reactions

Boundless Hex When the hex cursed reduces a creature under its *Hex* to 0 hitpoints, it can use its reaction to target another creature in range.

Titanrager

Crushing Blow Once on each of the titanrager's turns while raging, the titanrager can deal additional damage on its weapon attacks to a creature one size smaller than it. This additional damage is equal to a number of d8s equivalent to the titanrager's proficiency bonus.

Juggernaut While raging, the titanrager is immune to being paralyzed or stunned.

Titanic Endurance While raging, the titanrager has advantage on Constitution saving throws.

Titan's Rage While raging, the titanrager's size increases by one one size.

Bonus Actions

Titanic Tremor When the titanrager enters into its rage, creatures of its choice within 10ft. of it that can see it must succeed a Strength saving throw equal to the titanrager's Rage DC. On a failed saving throw, creatures are pushed back 10ft. and knocked prone.



Stormbreaker

- **Challenge Rating** Increase by 1

Stormy Aura While raging, creatures that first enter or start its turn within 10ft. of the stormbreaker, grapples it, or hits it with a melee attack while within 5ft of the stormbreaker takes 4(1d8) lightning damage.

Fury of the Tempest When the stormbreaker first enters into its rage, creatures of its choice within 10ft. of it that can see it must succeed a Strength saving throw equal to the stormbreaker's Rage DC. On a failed saving throw, creatures are pushed back 10ft. and knocked prone.

Storm Strike Once on each of the stormbreaker's turns while raging, the stormbreaker can deal additional lightning damage on its weapon attacks. This additional damage is equal to a number of d8s equivalent to the stormbreaker's proficiency bonus.

Soul of the Storm While raging, the stormbreaker gains immunity to lightning and thunder damage.

Wind Stride While raging, the stormbreaker gains a flying and swimming speed equal to its walking speed

Reactions

Tidal Wrath When the stormbreaker takes damage from a creature within 30ft. of it, that creature must succeed a Strength saving throw equal to the stormbreaker's Rage DC. On a failed saving throw, the target is pushed back 10ft. and knocked prone.

Totem Lord

Totem Link (Requires Relentless Feature) When an allied creature within 30ft. of the totem lord is reduced to 0 hitpoint, it can benefit from the totem lord's Relentless trait if it does not already have it.

If the creature succeeds its save, the DC for Relentless for the next saving throw still increases by 5 for each successful save. (The DC scale with each general success and is not dependent on each creature)

TOTEM POWERS

When the totem lord enters into its rage, it can gain one of the following benefits for the duration of its rage

Totem of Alacrity While raging, the totem lord and allied creatures within 30ft. of it can use its bonus action to take the Dash action and can move outside a creature's space without provoking attacks of opportunity

Totem of Protection While raging, the totem lord gains resistance to all damage except for psychic damage.

Totem of Power While raging, allied creatures have advantage on attacks rolls against creatures within 5ft. of the totem lord

Warmonger

- **Armor Class** Increases by 3
- **Challenge Rating** Increases by 1

Cleaver Whenever the warmonger has advantage on an attack roll, it can forgo advantage to make one additional weapon attack as part of that action.

Savage Blows The warmonger can deal a critical hit on a 19-20

Spiked Armor When a creature grapples or hits the warmonger with a melee weapon attack, the attacker takes 4 (1d6) piercing damage.

Reactions

Bloodlust When the warmonger reduces a creature to 0 hitpoints, it can use its reaction to move up to half its movement speed to make a weapon attack against a creature within range.

Voidrager

- **Challenge Rating** Increases by 1

Gravitational Strikes While raging, when the voidrager hits a creature with a weapon attack, the target must succeed a Strength saving throw equal to the voidrager's Rage DC. On a failed saving throw, the target is pushed back 5ft. or knocked prone (the voidrager's choice)

Event Horizon While raging, creatures of the voidrager's choice within 10ft. of hit has its movement speed reduced by 10ft. until the start of that creature's next turn.

Gravitational Flux While raging, the voidrager's size increases by one size larger or smaller. Its physical size remains unchanged

Bonus Actions

Gravitational Surge When the voidrager first enters into its rage, creatures of its choice within 10ft. of it that can see it must succeed a Strength saving throw equal to the voidrager's Rage DC. On a failed saving throw, creatures are pushed or pulled 10ft. from the voidrager.

Grasp of the Void While raging, the voidrager can force one creature within 30ft. of it to make a Strength saving throw against the voidrager's Rage DC. On a failed save, that creature is pushed or pulled 30ft. in a direction of the voidrager's choice.

Zealot Barbarian

- **Challenge Rating** Increases by 1

Divine Soul While raging, the zealot is immune to radiant or necrotic damage (choose 1)

Divine Strike Once on each of the zealot's turns while raging, the zealot can deal additional radiant or necrotic damage on its weapon attacks. This additional damage is equal to a number of d8s equivalent to the zealot's proficiency bonus.

Undying Zeal (Replaces Relentless) If the zealot is reduced to 0 hitpoints while raging, it does not die or become unconscious until the duration of its rage ends. It cannot benefit from this feature if the zealot did not take damage or make an attack on its previous turn.

Bonus Actions

Zealous Rage When the zealot first enters into its rage, it and allied creatures within 30ft. of it that can see or hear it has advantage on attack rolls and saving throws until the end of its next turn

BARDS

Of all kinds of adventurers, bards are some of the most versatile thanks to their mastery of a wide variety of skills. Although they do not possess the martial expertise of the mightiest of warriors nor do they possess the absolute mastery of other spellcasters, they have the unique talent of utilizing knowledge from a plethora of sources to fuel their own magical abilities, giving them a unique edge in any situation

BARD GOALS

In general, the motives of bards can infinitely vary depending on the individual and in many cases the time of their encounter. Some bards use their abilities to become a popular celebrity figure using their talents for music, art, or performance.

Others may serve as agents for government or criminal organizations seeking to uncover valuable information or objects. Some bards are simply embarking on a personal journey of their own, whether it is self discovery, collecting knowledge, or simply using their skills for the mercenary trade.

In any case, bards can prove to be a valuable ally or a tenacious enemy depending on how their goals align during an encounter

BARD ROLES

Thanks to their versatility, bards can be found in nearly any sort of occupation, serving as advisors, spies, criminals, musicians, librarians, and so much more. This versatility can manifest itself in a variety of ways. Because of this, bards tend to blend into normal society much easier than most other types of adventurers. This makes them incredibly useful while in some cases dangerous as well

BARD TACTICS

Although bards tend to have a wide array of martial and arcane tactics at their disposal, they tend to lack the depth or expertise of their more specialized peers. However, this does not make them any less dangerous. The bard's greatest strength is fighting their opponents on their own terms, which often does not involve a direct confrontation.

COMBAT SUPPORT

Instead, most bards use their abilities to sow chaos upon their enemies ranks by exploiting their foes weaknesses and countering any edge their opponent they have. In most circumstances, bards excel when fighting along their allies by enhancing their power.

ARCANE INSPIRATION

One of the staple abilities of bards is their talent for shaping the raw essence of magic into condensed motes that can be used to empower allies and foil their enemies. Depending on their skill set, these motes can manifest itself in a variety of way, each with their unique effects.

BARDIC MASTERY

Bards typically vary in strength depending on the amount of experience they have acquired throughout their travels.

BARD WAYFARERS

Bard wayfarers are the most common type of bard one can encounter. They can be found in various different roles such as a tavern singer, street vendors, con artists, or budding adventurers.

BARD ADVENTURERS

Bard adventurers are well-seasoned travelers who have honed their skills over their extensive travels. At this point, these bards have become jacks of all trades and can prove to be quite useful in nearly any situation. Such individuals may take the form of a minor noble, a secret spy, a regional celebrity, or more.

MASTER BARD

Master bards are not only the jack of all trades, but have fully mastered their chosen area of expertise. Such individuals often use their skills to acquire great positions of power such as being a crime lord, head of a mercenary guild, or in some cases ascended the higher levels of political nobility. Others may have used their extensive knowledge to acquire a trove of magical items and artifacts to use for their own purposes.

MYTHIC BARD

Mythic bards are the rarest of all bards. Due to their natural charisma and magnificent (or infamous) reputation, such individuals are often viewed as larger than life figures. In fact, many often spread rumors that such bards are not humans but otherworldly creatures such as dragons or celestials in a mortal disguise due to their legendary feats and stories.

BARD TYPES

The following list below outlines many common roles that bards can take and the special abilities and tricks they have learned as part of their profession.

MAJESTIC BARDS

Some bards acquire their repertoire of knowledge from supernatural entities such as celestials, dragons, fey, fiends, and more. Thanks to their mystical source of inspiration, these bards are able to use their magic to replicate the aura of such creatures, allowing them to cause ordinary mortals to bend to their will or to cower in terror.

LUCK BARDS

These bards have the unique ability to literally make their own luck. They have learned to use their magic to bend luck in their favor or to jinx their enemies.

INVESTIGATOR BARDS

Due to their talent from acquiring information from others, many bards make for ideal investigators. Some conduct their own personal quest for the truth about strange phenomena, or to unlock the secrets of magic itself.

Others serve as spies and secret agents for larger organizations such as governments or crime guilds to uncover secrets of potential threats or rivals. As part of their skill set, these bards specialize in discretely reading their targets, as well as tracking and detaining them if needed.

WHISPER BARDS

Whisper bards are some of the most terrifying variant of bard. They have learned to channel raw magic into psionic whispers that spreads into the minds of their quarry. This terrifying arcane art grants them the ability to latch onto their subtle whispers to disorient their opponents.

They have even learned to amplify these whispers to silent kill their opponent by channeling their spells from their psionic whispers inside a creature's mind.

CHARLATAN BARDS

Bard charlatans have used their arcane skills to master the art of deceit and disguise. Their greatest weapon is misdirection, as they always try to keep their enemy guessing in combat. They have the unique ability to change their appearance in a matter of seconds, and can even conjure an illusory duplicate that further confounds their foes.

BARD ORACLE

In their quest for knowledge, bard oracles have been blessed with the gift of divination. This form of divination can take different forms as some use their arcane ability to glimpse into the future while others simply use their vast knowledge to predict an outcome based on what they see or know. Because of their foresight, many bard oracles serve as advisors or sages, bestowing knowledge to those that seek it.

SPELLWARD BARD

Spellward bards have completely dedicated themselves to protecting their allies from harm. They have learned a variety of defensive technique and wards from their travels and have learned to implement them into their own arcane abilities.

Because of their specialization, spellward bards are valuable members of many military forces, as they can shield their allies from the deadliest of attacks.

RESTORATION BARD

Restoration bards have mastered the arcane arts of healing from their travels. Such bards are widely sought for their extensive knowledge allows them to heal nearly any disease or injury. Such bards are often quite valuable on the battlefield as they are able to send restorative motes to bring life back to the dying.

BARD SKALD

Bard skalds have learned to combine their arcane knowledge with tactical strategy. Not only are these bards masterful warriors on the battlefield, they have the unique ability to direct and empower their allies in the heat of battle. In many circumstances, the presence of a single skald is more than enough to turn the tides of an encounter.

BLADE DANCER BARD

Whereas skalds emphasize tactical strategy, blade dancer prefer to combine arcane power with martial skill. As their name suggest, these bards traverse the battlefield in a skillful dance of blades as they nimbly carve a path through their opponents with their spells and weapons.

Although bard blade dancers can find nearly any role or occupation that requires martial skill, many prominent bard blade dancers have been rumored to be lethal assassins, swashbuckling pirates, or intrepid crime lords.

CREATION BARD

Creation bards have unlocked the very secrets of the universe itself as they imbue their arcane motes with the magic of creation. With a single command, these bards are able to cause inanimate objects to come to life to serve their commands. Many bards of this skillset have learned to use their talents for many advances in magical technology, such as enchanting and creating constructs.

THAUMATURGY BARD

Thaumaturgy bards have learned to channel the residual magic of their spells into fantastical arcane bursts that they can use to disorient their opponents. These bards have the special talent of harnessing the chaotic nature of wild magic to create illusions or special effects to grant them an edge in battle.

ELEMENTIST BARD

Elementist bards have learned to master their arcane talents by mimicking many techniques used by druids through their attunement to nature. Whereas thaumaturgy bards channel their arcane motes into randomized effects, elementist bards can use their magic to manifest bursts of elemental magic. These elemental burst can manifest itself in a variety of ways, such as set enemies ablaze or coating them in a layer of frost.



BARD WAYFARER

Medium Humanoid, varies

Armor Class 15 (Leather Armor)

Hit Points 26 (4d8+8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

Skills Deception +7, Perception +4, Persuasion +7, Performance +7

Senses passive Perception 14

Languages two languages of choice

Proficiency Bonus +2

Challenge 2(450 xp)

Countercharm The bard and creatures of its choice within 30ft. of it has advantage on saving throws against being charmed or frightened while the bard is not incapacitated

Inspiring Flourish When the bard uses their Inspiration, they can make one additional attack with their Bardic Rapier as part of their next action.

Mimicry The bard can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell it is an imitation with a successful Wisdom (Insight) check against the bard's Charisma(Deception) check.

SPELLCASTING

The bard is a 4th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks) and has the following spells prepared

Cantrips *Minor Illusion, Message, Prestidigitation, Thunderclap, Vicious Mockery*

1st Level(4 slots) *Charm Person, Dissonant Whispers, Disguise Self, Thunderwave*

2nd Level(3 slots) *Suggestion, Invisibility, Silence*

Actions

Bardic Rapier. *Melee Weapon Attack:* +4 to hit, 5ft., one target. *Hit:* 1d8+3 piercing damage. If the Bard uses its Inspiration or Witty Counter on its previous turn, this attack deals an additional 7 (2d6) psychic or thunder (its choice) damage.

Ventriloquism The bard can cause its voice to sound as if it originated from a spot within 30ft. of it. A creature that hears the sounds it makes can determine if this is a trick with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Bonus Actions

Inspiration The Bard can add 1d6 to an attack roll, ability check, saving throw, or damage roll of its choice to a creature that it can see in range.

Reaction

Witty Counter The Bard can subtract 1d6 when a creature within 30ft. of it makes an attack roll, ability check, saving throw, or damage roll.



BARD ADVENTURER

Medium Humanoid, varies

Armor Class 15 (Leather Armor)

Hit Points 52 (8d8+16)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	14 (+2)	18 (+4)

Skills Deception +10, Perception +5, Persuasion +10, Performance +10

Senses passive Perception 15

Languages two languages of choice

Proficiency Bonus +3

Challenge 5 (1800 xp)

Countercharm The bard and creatures of its choice within 30ft. of it has advantage on saving throws against being charmed or frightened while the bard is not incapacitated

Inspiring Flourish When the bard uses their Inspiration, they can make one additional attack with their Bardic Rapier as part of their next action.

Mimicry The bard can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell it is an imitation with a successful Wisdom (Insight) check against the bard's Charisma(Deception) check.

SPELLCASTING

The bard is a 8th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks) and has the following spells prepared

Cantrips Minor Illusion, Message, Prestidigitation, Thunderclap, Vicious Mockery

1st Level(4 slots) Charm Person, Dissonant Whispers, Disguise Self, Thunderwave

2nd Level(3 slots) Suggestion, Invisibility, Silence

3rd Level(2 slots) Counterspell, Dispel Magic, Fast Friends, Hypnotic Pattern

4th Level(1 slot) Polymorph

Actions

Bardic Rapier. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 7 (1d8+2) piercing damage. If the Bard uses its Inspiration or Witty Counter on its previous turn, this attack deals an additional 11 (3d6) psychic or thunder (its choice) damage.

Ventriloquism The bard can cause its voice to sound as if it originated from a spot within 30ft. of it. A creature that hears the sounds it makes can determine if this is a trick with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Bonus Actions

Inspiration The Bard can add 5(1d8) to an attack roll, ability check, saving throw, or damage roll of its choice to a creature that it can see in range.

Reaction

Witty Counter The Bard can subtract 5(1d8) when a creature within 30ft. of it makes an attack roll, ability check, saving throw, or damage roll.



MASTER BARD

Medium Humanoid, varies

Armor Class 20 (Leather Armor)

Hit Points 76 (12d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	14 (+2)	20 (+5)

Skills Deception +10, Perception +5, Persuasion +9, Performance +9

Senses passive Perception 15

Languages two languages of choice

Proficiency Bonus +4

Challenge 9 (3900 xp)

Countercharm The bard and creatures of its choice within 30ft. of it has advantage on saving throws against being charmed or frightened while the bard is not incapacitated

Inspiring Flourish When the bard uses their Inspiration, they can make one additional attack with their Bardic Rapier as part of their next action.

Mimicry The bard can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell it is an imitation with a successful Wisdom (Insight) check against the bard's Charisma(Deception) check.

Panache While the bard is not incapacitated, it can add its Charisma modifier to its armor class. This is already included in the stat block.

SPELLCASTING

The bard is a 12th level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +9 to hit with spell attacks) and has the following spells prepared

Cantrips *Minor Illusion, Message, Prestidigitation, Thunderclap, Vicious Mockery*

1st Level(4 slots) *Charm Person, Dissonant Whispers, Disguise Self, Thunderwave*

2nd Level(3 slots) *Suggestion, Invisibility, Silence*

3rd Level(3 slots) *Counterspell, Dispel Magic, Fast Friends, Hypnotic Pattern*

4th Level(3 slots) *Dimension Door, Polymorph*

5th Level(2 slots) *Bigby Hand, Dominate Person, Legend Lore, Modify Memory*

6th Level(1 slot) *Mass Suggestion*

Actions

Bardic Rapier. *Melee Weapon Attack:* +6 to hit, 5ft., one target. *Hit:* 7 (1d8+2) piercing damage. If the Bard uses its Inspiration or Witty Counter on its previous turn, this attack deals an additional 14 (4d6) psychic or thunder (its choice) damage.

Ventriloquism The bard can cause its voice to sound as if it originated from a spot within 30ft. of it. A creature that hears the sounds it makes can determine if this is a trick with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Bonus Actions

Inspiration The Bard can add 6(1d10) to an attack roll, ability check, saving throw, or damage roll of its choice to a creature that it can see in range.

Reaction

Witty Counter The Bard can subtract 6(1d10) when a creature within 30ft. of it makes an attack roll, ability check, saving throw, or damage roll.

MYTHIC BARD

Medium Humanoid, varies

Armor Class 21 (Leather Armor)

Hit Points 130 (20d8+40)

Speed 30ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

10 (+0) 14 (+2) 14 (+2) 18 (+4) 16 (+3) 22 (+6)

Skills Deception +11, Perception +8, Persuasion +11, Performance +11

Senses passive Perception 18

Languages two languages of choice

Proficiency Bonus +5

Challenge 14 (11500 xp)

Countercharm The bard and creatures of its choice within 30ft. of it has advantage on saving throws against being charmed or frightened

Inspiring Flourish When the bard uses their Inspiration, they can make one additional attack with their Bardic Rapier as part of their next action.

Legendary Resistance(3/day) Upon failing a saving throw, the Master Bard can choose to succeed. Upon using this feature, the bard can cast a spell of 5th level or lower.

Mimicry The bard can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell it is an imitation with a successful Wisdom (Insight) check against the bard's Charisma(Deception) check.

Panache While the bard is not incapacitated, it can add its Charisma modifier to its armor class. This is already included in the stat block.

SPELLCASTING

The bard is a 20th level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks) and has the following spells prepared

Cantrips *Minor Illusion, Message, Prestidigitation, Thunderclap, Vicious Mockery*

1st Level(4/slot) *Charm Person, Dissonant Whispers, Disguise Self, Thunderwave*

2nd Level(3 slot) *Suggestion, Invisibility, Silence*

3rd Level(2 slot) *Counterspell, Dispel Magic, Fast Friends, Hypnotic Pattern*

4th Level(2 slot) *Dimension Door, Polymorph*

5th Level(2 slot) *Bigby's Hand, Dominate Person, Legend Lore, Modify Memory*

6th Level(2 slot) *Mass Suggestion*

7th Level(2 slot) *Prismatic Spray*

8th Level(8 slot) *Dominate Monster, Feeblemind*

9th Level(1 slot) *Wish*

Actions

Bardic Rapier. *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit:* 7 (1d8+2) piercing damage. If the Bard uses its Inspiration or Witty Counter on its previous turn, this attack deals an additional 18 (5d6) psychic or thunder (its choice) damage.

Ventriloquism. The bard can cause its voice to sound as if it originated from a spot within 30ft. of it. A creature that hears the sounds it makes can determine if this is a trick with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Bonus Actions

Inspiration. The Bard can add 7(1d12) to an attack roll, ability check, saving throw, or damage roll of its choice to a creature that it can see in range.

Reaction

Witty Counter. The Bard can subtract 7(1d12) when a creature within 30ft. of it makes an attack roll, ability check, saving throw, or damage roll.

Legendary Actions(3/turn)


Movement(1 action) The bard can move up to have its movement speed without provoking attacks of opportunity

Inspiring Boon(1 action) One creature the bard can see within 30ft. can add a 7 (1d12) to its next attack roll, ability check, saving throw, or damage roll before the end of its next turn. A creature can only benefit from one Inspiring Boon at a time.

Inspiring Bane(1 action) One creature the bard can see within 30ft. must subtract a 7 (1d12) to its next attack roll, ability check, saving throw, or damage roll before the end of its next turn. A creature can only benefit from one Inspiring Bane at a time.

Spell(2 actions) The bard can cast a spell of 5th level or lower.

Resilience(3 actions) The bard can end one spell or condition on itself



Eloquence Bard

Inspiring Transformation When the bard uses its Inspiration or Witty Counter, it gains a number of temporary hitpoints equal to 10 times half the bard's proficiency bonus (rounded up) at the start of its next turn.

Majestic Aura Creatures of the bard's choice within 30ft. of the bard must succeed a Wisdom saving throw equal to the bard's spell save DC. On a failed saving throw, creatures are considered to be charmed or frightened by the Bard for 1 minute.

Creatures can repeat its saving throw at the end of each of its turns ending it on a success. On a successful saving throw, creatures are immune to this effect for the next 24 hours.

Otherworldly Glamor The bard has advantage on Charisma (Persuasion and Intimidation) checks

SPELLCASTING

The bard can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Thaumaturgy*

1st Level Spells *Fear*

2nd Level Spells *Enthrall*

3rd Level Spells *Incite Greed, Motivational Speech, Fear*

4th Level Spells *Compulsion*

5th Level Spells *Seeming*

6th Level Spells *Otherworldly Transformation*

8th Level Spells *Illusory Dragon*

9th Level Spells *True Polymorph*

Bonus Actions

Majesty's Command The bard can use its bonus action to use *Command* on a charmed or frightened creature. The bard can cast this spell without expending a spell slot

Reactions

Majestic Sanctuary When a creature makes an attack or targets the bard with an effect that only targets it, that creature must succeed a Charisma saving throw equal to the bard's spell save DC. On a failed saving throw, creatures cannot attack it and must choose a new target. If there is no new target, that attack or effect is wasted.

Luck Bard

Jinx When the a creature has disadvantage on an attack roll against the bard or on ability checks or saving throws against the bard or its effects, that creature must roll three times taking the lowest result. Whenever a creature rolls a 1 or 3 against the bard or its effects, it counts as a critical failure.

Lucky Inspiration Whenever the bard rolls its Inspiration or Witty Retort, it can roll its Inspiration die with advantage.

Lucky When the bard has advantage on an attack roll, it can roll three times taking the highest result. The bard can also deal a critical hit on a 18-20.

Universal Correction Whenever the bard rolls a 1-3, it can reroll the die taking the new result

SPELLCASTING

The bard can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Thaumaturgy*

1st Level Spells *Silvery Bards*

2nd Level Spells *Aid, Fortune's Favor*

5th Level Spells *Skill Empowerment*

9th Level Spells *Foresight*

Actions

Lucky Strike When the bard uses its inspiration, its next attack using its Bardic Rapier has advantage until the start of its next turn. Upon dealing a critical hit, this attack can triple the damage die instead of doubling the damage die.

Investigator Bard

Thought Reader Creatures within 30ft. of the bard must succeed a Wisdom saving throw equal to the bard's spell save DC. On a failed saving throw, the bard can read the surface thoughts and emotions of creature's within range.

Unreadable Thought The bard can emit false thoughts by making a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check whenever the bard is targeted with an effect that reads their mind.

SPELLCASTING

The bard can add the following spells to its spell list if it has the spell slots to cast them

1st Level Spells *Hunter's Mark*

2nd Level Spells *Detect Thoughts, Hold Person, Mind Spike, Zone of Truth*

3rd Level Spells *Non Detection*

4th Level Spells *Arcane Eye, Banishment, Otiluke's Resilient Sphere*

5th Level Spells *Legend Lore, Scrying*

6th Level Spells *Find the Path*

7th Level Spells *Forcecage*

9th Level Spells *Imprisonment*

Bonus Action

Investigator's Mark The bard can mark one creature it can see within 120ft. of it. Upon using this feature, the bard always knows the location of that creature while it is on the same plane of existence.

The bard can only mark one creature at a time in this manner

Whispers Bard

- **Challenge Rating** Increases by 1

Amplified Whispers The whisper's bard can target creatures with a spell effect even if it is behind full cover or not in the bard's line of sight. The spell must only target one creature and the target must still be within the spell's range.

Arcane Whispers Creatures under the effects of Arcane Whispers are considered to be deafened and have disadvantage on saving throws to maintain concentration

Spell Whisperer The bard only requires verbal components for its spellcasting abilities

Whispering Aura Creatures within 30ft. of the bard must succeed a Wisdom saving throw equal to the bard's spell save DC. On a failed saving throw, creatures are considered to be under the effect of their Arcane Whispers for 1 minute.

Creatures can repeat its saving throw at the end of each of its turns ending it on a success. On a successful saving throw, creatures are immune to this effect for the next 24 hours.

Whisper Blade Once on each of the bard's turns, if the bard makes an melee weapon attack against a creature under their Arcane Whispers, it takes additional psychic damage equal to a number of d6s equal to the bard's proficiency bonus.

SPELLCASTING

The bard can add the following spells to its spell list if it has the spell slots to cast them

1st Level Spells *Silent Image*

2nd Level Spells *Magic Missile, Mind Spike, Phantasmal Force*

3rd Level Spells *Enemies Abound*

4th Level Spells *Compulsion, Phantasmal Killer*

5th Level Spells *Dream*

6th Level Spells *Find the Path, Programmed Illusion*

7th Level Spells *Divine Word*

8th Level Spells *Power Word Stun*

9th Level Spells *Psychic Scream, Power Word Kill*

Actions

Multiattack The bard can cast a spell and make an attack with its Bardic Rapier

Reactions

Cacaphony When a creature under the effects of the bard's Arcane Whisper makes an attack against the bard, it must do so with disadvantage. If the attack still hits, the attacker takes psychic damage equal to a number of d6s equal to the bard's proficiency bonus.

Charlatan Bard

- **Challenge Rating** Increases by 1

Confounding Tactics While within 10ft. of its duplicate, attacks against the charlatan have disadvantage

SPELLCASTING

The bard can add the following spells to its spell list if it has the spell slots to cast them

Cantrips Minor Illusion

1st Level Spells *Silent Image*

2nd Level Spells *Blur, Invisibility, Mirror Image*

3rd Level Spells *Enemies Abound, Major Image*

4th Level Spells *Hallucinatory Terrain, Greater Invisibility*

5th Level Spells *Seeming, Mislead*

6th Level Spells *Programmed Image*

7th Level Spell *Mirage Arcane*

8th Level Spells *Animal Shapes*

9th Level Spells *Mass Polymorph, True Polymorph, Shapechanger*

Bonus Action

Illusory Duplicate The charlatan can summon an illusory duplicate within 60ft. of it. The duplicate occupies its own space and is immune to all damage and conditions as long as the bard is not incapacitated.

While the duplicate is activated, it bard can cast its spells through the space of the duplicate.

Shapechanger As an action, the bard can change their appearance and their voice. The bard can determine the specifics of the changes, including its coloration, hair length, and sex.

The bard can also adjust your height and weight, but not so much that its size changes. The bard can make itself appear as a member of another race, though none of its game statistics change.

The bard can't duplicate the appearance of a creature it has never seen, and you must adopt a form that has the same basic arrangement of limbs that it has.

Reactions

Misdirection When a creature targets the bard with an attack or a saving throw that affects only the bard, the bard can use its reaction to swap places within its duplicate causing the duplicate to take the effects instead.

Upon using this effect, the duplicate immediately fades.

Oracle Bard

- **Darkvision** 120ft.
- **Challenge Rating** Increases by 1

Foresight The bard and creatures of its choice within 30ft. of it have advantage on initiative checks

Oracle's Awareness The bard cannot be surprised and has advantage on Wisdom (Perception) checks as long as the bard is not incapacitated

Oracle's Sight The bard can see creatures hidden by an illusion or invisibility. Additionally, the bard's vision is not obscured by magical darkness.

Persistent Boon When the bard uses its Witty Retort or Inspiration on a creature, that creature can keep that die until the start of the bard's next turn.

SPELLCASTING

The bard can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Guidance*

1st Level Spells *Bless, Bane, Magic Missile, Silvery Barbs*

2nd Level Spells *Aid, Augury, Darkvision, See Invisibility, Locate Object*

3rd Level Spells *Clairvoyance, Enemies Abound, Major Image*

4th Level Spells *Divination, Locate Creature*

5th Level Spells *Scrying, Temporal Shunt*

6th Level Spells *Find the Path, True Seeing*

8th Level Spells *Animal Shapes*

9th Level Spells *Foresight, Time Stop*

Bonus Actions

Prophetic Order When the bard uses its Inspiration or Witty Retort, creatures of its choice within 10ft. of it gain advantage or disadvantage on its next attack roll, ability check, or saving throw before the end of its next turn.

Reactions

Prophecy Upon using its Witty Retort, the bard can force a creature to reroll the entire taking the new result instead



Spellward Bard

- **Challenge Rating** Increases by 1

Inspiring Shield When the bard or a creature uses its Inspiration, it gains a bonus to its AC equal to its Inspiration roll until the start of the bard's next turn.

Infinite Ward When the bard or a creature uses its Inspiration, that creature gains immunity to one damage type of its choice until the start of the bard's next turn

SPELLCASTING

The bard can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Blade Ward*

1st Level Spells *Absorb Elements, Shield, Shield of Faith*

2nd Level Spells *Warding Bond*

3rd Level Spells *Counterspell, Dispel Magic, Protection from Elements*

4th Level Spells *Banishment*

5th Level Spells *Wall of Force*

6th Level Spells *Contingency, Globe of Invulnerability*

7th Level Spell *Mirage Arcane*

8th Level Spells *Holy Aura*

9th Level Spells *Invincibility, Prismatic Wall*

Reactions

Retort's Aegis When the bard uses its Witty Retort when a creature makes an attack roll and the attack or damage roll still hits, the target takes half damage the remaining damage dealt.

Restoration Bard

Restorative Inspiration When the bard uses its Inspiration, the target regains a number of hitpoints equal to twice its the roll of its Inspiration die.

Restorative Counter The bard and creatures of its choice within 30ft. of it has advantage on saving throws against being deafened, diseased, exhausted, paralyzed, or poisoned as long as the bard is not incapacitated.

Restoration Shield When the bard casts a spell that causes a creature to regain hitpoints, that creature regains a number of hitpoints equal to the level of the spell + the bard's proficiency bonus.

SPELLCASTING

The bard can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Spare the Dying*

1st Level Spells *Cure Wounds, Healing Word*

2nd Level Spells *Lesser Restoration*

3rd Level Spells *Aura of Vitality, Mass Cure Wounds, Revivify*

4th Level Spells *Aura of Life, Aura of Purity*

5th Level Spells *Mass Cure Wounds, Raise the Dead*

6th Level Spells *Heal*

9th Level Spells *True Resurrection, Power Word Heal*

Reactions

Emergency Aid The bard can target one creature within 0 hitpoints to use its Inspiration to cause it to recover hitpoints That creature regains a number of hitpoints equal to twice the Bard's Inspiration die.

Bard Skald

- **Armor Class** Increases by 2 (includes a shield)
- **Challenge Rating** Increases by 1

Battle Casting When the skald makes an attack of opportunity, it can cast a spell instead. It can only cast spells that targets one creature in this manner

Commander When the skald uses its Inspiration or Witty Retort, it can target one additional creature in range

Tactical Advantage The skald and allies of its choice within 30ft. of it has advantage on initiative checks while the skald is not incapacitated

War Caster The skald has advantage on saving throws to maintain concentration on spell effects

SPELLCASTING

The bard can add the following spells to its spell list if it has the spell slots to cast them

Cantrips Booming Blade

1st Level Spells Zephyr Strike, Shield

2nd Level Spells Spiritual Weapon

3rd Level Spells Elemental Weapon, Haste

5th Level Spells Conjure Volley, Swift Quiver, Steel Wind Strike

6th Level Spells Blade Barrier

7th Level Spell Mordenkainen's Sword

9th Level Spells Blade of Disaster

Actions

Multiattack The skald can casts spell and can make one additional weapon

Bonus Actions

Battle Commander When a creature uses the skald's Inspiration on an weapon attack or weapon damage roll, the target can deal additional damage on its next weapon damage roll equal to a number of d6s equal to the skald's proficiency bonus on its next damage roll before the end of its next turn

Reactions

Retaliate When the skald uses its Witty Retort, the target of the attack can use its reaction to make a melee weapon attack. On a hit, the target takes additional damage equal to a number of d6s equal to a the skald's proficiency bonus.

Blade Dancer Bard

- **Armor Class** Increases by 1 (Dual Wielding)
- **Challenge Rating** Increases by 1

Battle Casting When the bard makes an attack of opportunity, it can cast a spell instead. It can only cast spells that targets one creature in this manner

Slashing Flourish When the bard makes a weapon attack against a creature, it can can make a weapon attack one additional creature within 5ft. of the target.

Nimble Escape The bard can move outside a creature's reach without provoking attack of opportunity

Tactical Advantage The bard has advantage on initiative checks

War Caster The bard has advantage on saving throws to maintain concentration on spell effects

SPELLCASTING

The bard can add the following spells to its spell list if it has the spell slots to cast them

Cantrips Booming Blade

1st Level Spells Zephyr Strike, Shield

2nd Level Spells Spiritual Weapon

3rd Level Spells Elemental Weapon, Haste

5th Level Spells Conjure Volley, Swift Quiver, Steel Wind Strike

6th Level Spells Blade Barrier

7th Level Spell Mordenkainen's Sword

9th Level Spells Blade of Disaster

Actions

Multiattack The skald can cast a spell and make two weapon attack on its turn

Reactions

Riposte When the bard uses its Witty Retort against a creature that attacks it, the bard can use its reaction to make a melee weapon attack. Upon using this feature, the bard can make two attacks with its Bardic Rapier.



Creation Bard

- **Challenge Rating** Increases by 1

Creation's Burst When the bard uses its Inspiration or its Witty Counter, creatures of its choice within 10ft. takes force damage equal to the roll of the bard's Inspiration die.

SPELLCASTING

The bard can add the following spells to its spell list if it has the spell slots to cast them

1st Level Spells Unseen Servant, Floating Disk

2nd Level Spells Spiritual Weapon

3rd Level Spells Tiny Servant

4th Level Spells Fabricate, Otiluke's Resilient Sphere, Summon Construct

5th Level Spells Animate Objects

6th Level Spells Blade Barrier

7th Level Spell Mordenkainen's Sword

9th Level Spells Blade of Disaster

Bonus Actions

Creation's Note The bard can target one Large or smaller object within 30ft. of it causing it to come to life.

The object counts as an ally of the bard acting on the bard's initiative for one hour or until the object is destroyed. The bard can only animate one object at a time in this manner.

You can refer to the Animated Object statblock. The Animated Objects act on the bard's initiative acting before or after the bard takes an action(the bard's choice)

ANIMATED OBJECT

large object, unaligned

Armor Class the bard's spell save DC

Hit Points 10 times Bard's proficiency bonus

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	2 (-5)	10 (+0)	10 (+0)

Condition Immunities charmed, exhausted, frightened, poisoned

Senses blindsight 60ft., passive Perception 10

Languages can understand the languages of its master but cannot speak it

Proficiency Bonus Equal's that of the bard

Challenge varies

Inspiration's Empowerment While the object is within 30ft. of the bard, it can deal additional force damage equal to a number of d6s equal to the bard's proficiency bonus.

The animated object can benefit from this feature once on each of its turns.

Magical Attacks The object's attacks count as magical for the purpose of overcoming resistance.

Actions

Multiattack. The animated object can make a number of attacks equal to half the bard's proficiency bonus(rounded up)

Slam. Melee Weapon Attack: +the bard's spellcasting modifier to hit, 5ft., one target. **Hit:** 8 (1d8+3) bludgeoning damage

Reactions

Defend the Creator When the bard takes damage from a creature, the animated object can use its reaction to move up to half its movement speed to make a slam attack against the attacker. On a hit, the target takes additional force damage equal to a number of d6s equal to the bard's proficiency bonus

THAUMATURGY

SPECIAL EFFECTS

When the bard uses its Bardic Inspiration and Witty Retort, it can roll a d6 to cause one of the following effects

- 1. Dazzling Flair** Creatures of the bard's choice within 10ft. of it must succeed a Constitution saving throw against the bard's spell save DC or become blinded until the end of its next turn.
- 2. Attractive Aroma** Creatures of the bard's choice within 10ft. of it must succeed a Wisdom saving throw against the bard's spell save DC or become charmed until the end of its next turn.
- 3. Terrifying Visage** Creatures of the bard's choice within 10ft. of it must succeed a Wisdom saving throw against the bard's spell save DC or become frightened until the end of its next turn.
- 4. Deafening Boom** Creatures of the bard's choice within 10ft. of it must succeed a Constitution saving throw against the bard's spell save DC or become deafened until the end of its next turn.
- 5. Starstruck** Creatures of the bard's choice within 10ft. of it must succeed a Wisdom saving throw against the bard's spell save DC or it is unable to speak until the end of its next turn.
- 6. Enthrall** Creatures of the bard's choice within 10ft. of it must succeed a Wisdom saving throw against the bard's spell save DC or it cannot take reactions until the end of its next turn.

Actions

Thaumaturgist's Strike When the bard rolls a critical hit on its Rapier, the bard can roll a d6 on its Special Effect table forcing the target to make the appropriate saving throw against its effects.

ELEMENTIST BARD

SPECIAL EFFECTS

When the bard uses its Bardic Inspiration and Witty Retort, it can roll a d10 to cause one of the following effects

- 1-2. Flame Burst** Creatures of the bard's choice within 10ft. of it must succeed a Dexterity saving throw against the bard's spell save DC or be set aflame for one minute. Creatures set ablaze takes fire damage equal to the Bard's Inspiration die at the start of each of its turns. It can use an action to put out the flames.
- 3-4. Frost Snap** Creatures of the bard's choice within 10ft. of it must succeed a Constitution saving throw against the bard's spell save DC or become restrained until the end of its next turn.
- 5-6. Storm Burst** Creatures of the bard's choice within 10ft. of it must succeed a Constitution saving throw against the bard's spell save DC or become paralyzed until the end of its next turn.
- 7-8. Thunderous Burst** Creatures of the bard's choice within 10ft. of it must succeed a Strength saving throw against the bard's spell save DC or be pushed back 10ft.
- 9-10. Tremors** Creatures of the bard's choice within 10ft. of it must succeed a Strength saving throw against the bard's spell save DC or be knocked prone.

SPELLCASTING

The bard can add the following spells to its spell list if it has the spell slots to cast them

Cantrips Firebolt, Ray of Frost

1st Level Spells Burning Hands

2nd Level Spells Binding Frost

3rd Level Spells Fireball, Lightning Bolt, Tidal Wave

4th Level Spells Web of Fire, Ice Storm

5th Level Spells Cone of Cold

6th Level Spells Lightning Bolt

7th Level Spell Firestorm

8th level Spells Earthquake, Tsunami

9th Level Spells Meteor Swarm

Actions

Elementist's Strike When the bard deals a critical hit using its Rapier, the bard can roll a d6 on its Special Effect table forcing the target to make the appropriate saving throw against its effects.

The additional damage it deals from use its Inspiration can be the Bard's choice of cold, fire, lightning, or thunder damage.

BLOOD HUNTERS

Blood hunters are enigmatic warriors that have sacrificed their own vitality or, in some cases, their very souls in exchange for power to acquire the power to fight supernatural creatures.

SUPERNATURAL RITES

Blood hunters acquire these special abilities through a special form of magic known as rites. These rites are incredibly harsh magical trials that imbue these individuals with monstrous power. Only those with the strongest of wills and endurance are able to endure such an incantation. Upon its completion, these rites grant them a variety of abilities that enhance their martial capabilities, physical endurance, and in some instances, change their form entirely. However, this power also comes with a great cost, as these individuals constantly struggle against being consumed by the very magic that empowers their monstrous foes.

FEARED DEFENDERS

Despite their dedication to protecting mortals from greater powers, many blood hunters tend to be misunderstood, feared, and even reviled due to their terrifying power. Unfortunately, this treatment has been known to cause blood hunters to give in to their inner struggle. In such circumstances, these corrupted individuals are even more terrifying than the monsters they hunt.

BLOOD HUNTER GOALS

Blood hunter goals can vary depending on the setting. Some blood hunters are part of secret orders dedicated to fight certain threats as part of their own directive or as a mercenary force. These orders also serve as a refuge for blood hunters, where they can master their special rites with the guidance of elder hunters.

Other blood hunters are solitary wanderers embarking on a personal quest against evil. Others simply work as mercenaries, offering their services to those with enough coin. In such circumstances, blood hunters have often been known to use their abilities to hunt mortal prey, instead of serving as mercenaries or assassins.

BLOOD HUNTER TACTICS

In combat, timing is extremely critical for a blood hunter. Since their primary abilities revolve around sacrificing their mortal vitality for supernatural strength, blood hunters are quite strategic on when they use their special abilities. If they are too careless or overexert themselves, it could lead to an untimely demise.

CALCULATING HUNTERS

In most circumstances, the blood hunter's first goal is to assess its enemy. Only by understanding the strength's and weaknesses of their opponent can they accurately gauge how to approach combat. Thanks to their enhanced senses, blood hunters are able to inconspicuously track down and monitor their quarry with relative ease.

BLOOD CURSE

The blood hunter's greatest weapon in its arsenal is its blood curse. Unlike many other magical effects, the blood curse is able to latch onto a creature's life force unhindered by most forms of natural or magical defenses. However, this ability requires a significant portion of a blood hunter's life force to be effective. Because of the limited scope of this ability as well as its cost, blood hunter must have perfect timing with this ability. For example, if a blood hunter is in combat with multiple opponents, it will not use its blood curse in most circumstances as its cost would not give it a significant advantage.

BLOOD CURSE

When used, the blood hunter's curse can inflict a number of debilitating effects on their opponent. The first immediate effect is that the blood curse significantly amplifies the hunter's rites, even allowing them to bypass the strongest of defenses. The blood curse also tethers the blood hunter's life force to that of their target, allowing them to share a portion of their pain when damaged.

DUELISTS

Blood hunters excel at individual combat, as they are specifically trained to battle much more powerful foes. Even when fighting multiple opponents, blood hunters typically focus on one opponent at a time to take them down in a matter of seconds. They save their blood curse for more powerful opponents to weaken its defenses while amplifying their own. This tactic makes a team of blood hunters extremely dangerous, as each blood hunter will select a single target to focus their attacks.

ADVENTURER TACTICS

Adventurers must be extremely cautious when engaging enemy blood hunters. The best tactic to use against these individuals is to take advantage of whenever the blood hunter sacrifices its vitality for a blood curse. As there are few reliable methods to dispel the blood hunter's curse, the best method is to either support a marked creature or to hinder the blood hunter's ability to exploit the blood curse.

When marked by a blood hunter, a cursed target must be quite careful when directly engaging the blood hunter, not only due to the curse's ability to harm the attacker, but it opens up an opportunity for the blood hunter to unleash a flurry of rite empowered attacks against it.

The target's allies should focus on redirecting the blood hunter's focus away from the target, or at least make it extremely unfavorable for them to pursue the target. By using these strategies, a party can use the blood curse against their enemy, as the sacrifice would have been for little gain. This will make the blood hunter much more hesitant to use its Blood Curse against during the encounter, thus drastically reducing their overall effectiveness in battle.

BLOOD HUNTER TYPES

The strength of blood hunters is often related to their experience.

BLOOD HUNTER INITIATE

Blood hunter initiates are typically new recruits to a specific blood hunter order. Because of their inexperience, many blood hunter initiates are quite limited in their ability to cast blood curses, as it requires a significant portion of their vitality. Because of this, blood hunter initiates typically travel in small teams of 4(1d6) so that they can gain experience in mastery their abilities while tackling powerful opponents.

BLOOD HUNTER ADEPTS

Blood hunter adepts are seasoned monster hunters and are typically what comes to mind when one thinks of these warriors. They have fully mastered their ability to use their rites, allowing them to engage on solo missions if necessary. Because of their experience, blood hunter adepts are often responsible for training and mentoring initiates

MASTER BLOOD HUNTERS

In general, master blood hunters are incredibly rare. This is primarily because as blood hunters get more powerful, the easier it is for their power to consume them. Master blood hunters have acquired the necessary discipline to wield this power with incredible efficiency. Because of this, a single blood hunter master is powerful enough to single-handedly defeat power creatures such as high ranking fiends, dragons, and terrible monstrosities.

BLOOD HUNTER ORDERS

Blood hunters can be categorized by the specific kind of rites that they use to empower themselves to fight the supernatural.

BLOOD HUNTERS

Blood hunters are one of the oldest orders that implement the art of hemocraft. It is believed that many blood hunter orders actually originated from this group, as many of the rituals behind many of the rites and blood curse contain basic elements of hemocraft.

These blood hunter are able to manipulate the blood of their target, granting them the ability to track their movement and even drain their vitality to refuel their own.

DEMON SLAYERS

Demon slayers are an order of blood hunters dedicated to fighting devils and fiends. In many circumstances, demon slayer order specialize in seeking out the presences of fiends on the Material Plane, as well eliminating those who support those enemies. In some cases, these orders have been known to travel to the Abyss or Nine Hells, taking the fight directly to their foes to kill them for good.

FEY HUNTERS

Fey hunters specialize in protecting the Material Plane from the whimsical and devious machinations of many Fey. Fey hunters are known for their special blades lined with silver that are particularly effective against many Fey. Their special training also has enabled them to steel their minds against many tricks of the Fey, allowing them to redirect their magic and see through their illusions.

GHOST SLAYERS

Ghost slayers specialize in hunting the undead and putting them to rest. To fight their undead opponents, many ghost slayers have sacrificed a portion of their life force that allows them to tread the boundaries of life and death. This gives them the unique ability to phase through walls as a ghost and tether their life force to a living creature, making them incredibly hard to kill.

HEX HUNTERS

Hex hunters primarily focus on enhancing the potency and efficiency of their Blood Curse by imbuing it with hexes, often through stolen knowledge from hags. Because of their advanced blood curse, hex hunters are easily considered to be one of the most powerful orders as they are able to not only weaken their foe, but also amplify the attacks of their allies through the curse. However, the greatest achievement of hex hunters is the ability for their hexes to freely spread upon each slain foe, eliminating one of the greatest weaknesses of most blood hunters.

THERIAN HUNTERS

Whereas most blood hunters use their curse to debilitate their enemies, this order uses their blood curse to physically empower themselves by imbuing themselves with the essence of their monstrous foes through the curse of therianthropy. By sacrificing a bit of their vitality, therian hunters are able to assume the form of a powerful werebeast granting them incredible strength, speed, and endurance to battle much more powerful opponents.

MUTANT HUNTERS

Mutant hunters endure a much harsher regimen to acquire their rites. Due to the intensity of these trials and rituals, mutant hunters tend to be much more resilient than other orders. Their heightened endurance not only makes them resistant against many toxins, they grow resilient to the detrimental effects of the blood curse. Because of this, mutant hunter are able to utilize their blood curses much more frequently, and in some cases, quite recklessly in comparison to other orders.

PACT HUNTERS

Whereas most blood hunters acquire their power through rites, pact hunters gain their rites from otherworldly entities. These hunters view that the only way to battle supernatural entities is to use their own power against them. Because of this, some pact hunters actually align themselves with powerful entities who support their cause. Others simply hunt down these creatures to steal the power for their own and imbue their essence into their rites.

Regardless of their methods, pact hunters have the unique abilities to cast spells and channel their rites into a focused blast. Due to their eldritch connection to the supernatural, they are able to use the essence of their patron to conjure the perfect spell from the aether to meet their needs

SPELL HUNTERS

Whereas most blood hunters specialize in various kinds of creatures, spell hunters have fine-tuned their skills to effectively counter magic. Thanks to their rites and blood curses, they have an arsenal of skills at their disposal to disrupt and counter a creature's ability to channel magic. Although spell hunters have been known to fight supernatural creatures, they are commonly found hunting mortal prey as well.

REVENANT

Whereas ghost slayer's sacrifice a portion of their soul to stop the undead, revenants use their ability to give them an edge against the living. Due to their ability to slip between the boundaries of life and death, blood hunter revenants have the unique ability to pinpoint living creatures by honing in on their target's soul.

Because of their ability to manipulate the soul of their enemies, these blood hunters are considered to be the most dangerous of all the orders due to their ability to consume the souls of their quarry to regenerate any wounds they sustained from using their rites.

RIFT HUNTERS

Rift hunter have dedicated themselves to maintain the integrity between the planes of the multiverse. Thanks to their rites, they have the unique ability to slip between the planes to quickly chase down prey or to evade harm. They have learned to imbue their blood curse with planar magic to temporarily banish and contain a creature to a pocket demiplane where the hunter can swiftly eliminate the threat. Because of their unique abilities, rift hunters are typically favored more than other orders, as they specialize in neutralizing their enemies with little collateral damage.

SHADOW HUNTER

The focus of shadow hunters emphasizes stealth over all else. Their special training gives them the ability to seemingly merge into the shadows, leaving no trace of their presence. These hunters have imbued their rites and blood curses with shadow magic. These blood hunters are extremely dangerous while in their element, since their special rites are significantly amplified while in darkness.

THOUGHT HUNTER

Thought hunters are another order that specializes in hunting mortal prey in addition to the supernatural. Their training gives them the special ability to reach into the minds of nearby creatures to decipher their basic thoughts. Because of this, their skills are valued as spies and assassins.

Due to their ability to glimpse into the minds of their prey, thought hunters have acquired a natural resilience to many of the mental side effects of entering another creature's mind.

WYRM HUNTER

Wyrms hunters are a legendary order dedicated to specifically hunting dragons. Although all wyrm hunters are proficient in hunting dragons, each member is especially adept at slaying a particular dragon.

As a part of their rite trials, warm hunters are tasked with slaying a dragon and then imbuing the dragon's magic into their bodies through a painful ritual of infusing the dragon's scales into their body.

Due to this special trial, warm hunters are able to temporarily become more draconic in appearance, acquiring dragon wings and unleashing the breath of a dragon.



BLOOD HUNTER INITIATE

Medium Hunter, varies

Armor Class 16 (Breastplate)

Hit Points 51 (6d8+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	10 (+0)
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Saving Throws Str +5, Dex +5, Con +5

Skills Athletics +5, Arcana +5, Investigation +5, Stealth +5

Senses darkvision 60ft

Languages Common and two languages of choice

Proficiency Bonus +2 **Challenge** 4 (1100 xp)

Blood Rite Whenever the blood hunter deal damage according use its blood rite die, it can deal its choice of cold, fire, or lightning damage.

Otherworldly Sense The blood hunter can pinpoint the location of an aberration, celestial, dragon, elemental, fey, fiend, or undead within 60ft. of them

Shared Pain When the blood hunter takes damage from a creature under its blood curse, the attacker takes 3(1d4) rite damage.

Steeled Mind The blood hunter has advantage on Intelligence, Wisdom, and Charisma saving throws

RITE DC

Some blood hunters have special abilities based on their Blood Rites. The ability for these effects is Intelligence (Rite save DC 12, +4 to hit with Rite attacks)

Actions

Multiattack. The blood hunter can make two weapon attacks on their turn

Rite Longsword. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 9 (1d10+3) slashing damage + 3(1d4) damage according to your blood rite.

Rite Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, 100/400ft., one target. *Hit:* 9 (1d10+3) piercing damage + 3(1d4) damage according to your blood rite.

Bonus Action

Blood Curse (Sacrifice 10 hitpoints) The blood hunter can choose one creature it can see within 30ft. of the blood hunter is branded with a curse. Each time the blood hunter deals damage to the target, that creature takes an additional 5(2d4) damage according to the blood hunter's rite damage type. This effect lasts for one minute or until the blood hunter uses this ability again. The blood hunter can only curse one creature at a time in this manner

Reactions

Exposing Strike(Sacrifice 10 hitpoints) When the blood hunter deals damage to a creature, the target is considered to be vulnerable to the damage from that attack



BLOOD HUNTER ADEPT

Medium Hunter, varies

Armor Class 16 (Breastplate)

Hit Points 120 (12d8+48)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	16 (+3)	18 (+4)	16 (+3)	16 (+3)	10 (+0)
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Saving Throws Str +8, Dex +7, Con +8

Skills Athletics +8, Arcana +7, Investigation +7, Stealth +7

Senses darkvision 60ft

Languages Common and two languages of choice

Proficiency Bonus +4

Challenge 9 (5000 xp)

Blood Rite Whenever the blood hunter deal damage according use its blood rite die, it can deal its choice of cold, fire, or lightning damage.

Otherworldly Sense The blood hunter can pinpoint the location of an aberration, celestial, dragon, elemental, fey, fiend, or undead within 120ft. of them

Shared Pain When the blood hunter takes damage from a creature under its blood curse, the attacker takes 4(1d6) rite damage.

Steeled Mind The blood hunter has advantage on Intelligence, Wisdom, and Charisma saving throws

RITE DC

Some blood hunters have special abilities based on their Blood Rites. The ability for these effects is Intelligence (Rite save DC 15, +7 to hit with Rite attacks)

Actions

Multiattack. The blood hunter can make two weapon attacks on their turn

Rite Longsword. *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit:* 10 (1d10+4) slashing damage + 4(1d6) damage according to your blood rite.

Rite Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, 100/400ft., one target. *Hit:* 9 (1d10+3) piercing damage + 4(1d6) damage according to your blood rite.

Bonus Action

Blood Curse (Sacrifice 10 hitpoints) The blood hunter can choose one creature it can see within 30ft. of the blood hunter is branded with a curse. Each time the blood hunter deals damage to the target, that creature takes an additional 7(2d6) damage according to the blood hunter's rite damage type. This effect lasts for one minute or until the blood hunter uses this ability again. The blood hunter can only curse one creature at a time in this manner.

Reactions

Exposing Strike(Sacrifice 10 hitpoints) When the blood hunter deals damage to a creature, the target is considered to be vulnerable to the damage from that attack



BLOOD HUNTER MASTER

Medium Hunter, varies

Armor Class 16 (Breastplate)
Hit Points 190 (20d8+100)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	18 (+4)	18 (+4)	10 (+0)

Saving Throws Str +10, Dex +8, Con +10
Skills Athletics +10, Arcana +9, Investigation +9, Stealth +8
Senses darkvision 60ft
Languages Common and two languages of choice
Proficiency Bonus +5
Challenge 14 (11500 xp)

Blood Rite Whenever the blood hunter deal damage according use its blood rite die, it can deal its choice of cold, fire, or lightning damage.

Legendary Actions (3 / day) When the blood hunter fails a saving throw, it can choose to succeed. Upon using this feature, the blood hunter can make a weapon attack against a creature within range. This attack can benefit from the blood hunter's Exposing Strike without sacrificing hitpoints.

Magical Attacks The blood hunter's attacks count as magical for the purpose of overcoming resistance.

Otherworldly Sense The blood hunter can pinpoint the location of an aberration, celestial, dragon, elemental, fey, fiend, or undead within 300ft. of them

Shared Pain When the blood hunter takes damage from a creature under its blood curse, the attacker takes 9(2d8) rite damage.

Steeled Mind The blood hunter has advantage on Intelligence, Wisdom, and Charisma saving throws

Rite DC

Some blood hunters have special abilities based on their Blood Rites. The ability for these effects is Intelligence (Rite save DC 17, +9 to hit with Rite attacks)

Actions

Multiattack. The blood hunter can make two weapon attacks on their turn

Rite Longsword. *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit:* 11 (1d10+5) slashing damage + 5(1d8) damage according to your blood rite.

Rite Heavy Crossbow. *Ranged Weapon Attack:* +8 to hit, 100/400ft., one target. *Hit:* 9 (1d10+3) piercing damage + 5(1d8) damage according to your blood rite.

Bonus Action

Blood Curse (Sacrifice 10 hitpoints) The blood hunter can choose one creature it can see within 30ft. of the blood hunter is branded with a curse. Each time the blood hunter deals damage to the target, that creature takes an additional 9(2d8) damage according to the blood hunter's rite damage type. This effect lasts for one minute or until the blood hunter uses this ability again. The blood hunter can only curse one creature at a time in this manner

Reactions

Exposing Strike(Sacrifice 10 hitpoints) When the blood hunter deals damage to a creature, the target is considered to be vulnerable to the damage from that attack

Legendary Actions (3/turn)

The blood hunter can take three legendary actions on its turn. It can only use one legendary action on a turn and must use it at the end of a creature's turn. The blood hunter regains all expended legendary action at the start of each of its turn.

Movement (1 action) The blood hunter can move up to half its movement speed without provoking attacks of opportunity

Weapon Strike (1 action) The blood hunter can make one weapon attack on its turn

Resilience(3 action) The blood hunter can end one spell effect or status condition on itself.

Blood Hunter

- **Challenge Rating** Increases by 1

Blood Binding Creatures under its Blood Curse cannot regain hitpoints for the duration of the effect.

Blood Frenzy When the blood hunter takes the Attack action against a creature below half its hitpoint maximum, it can add one additional Rite die to each of its damage rolls and can make one additional weapon attack against that creature

Blood Sense The blood hunter can pinpoint the location of a creature that is below half its hitpoint maximum while it is within 120ft. of the blood hunter.

Corrupted Rite When the blood hunter deals damage with its rite, it deals necrotic damage.

Vampiric Rite When the blood hunter deals damage to a creature under its Blood Curse, the blood hunter regains a number of hitpoints equal to the necrotic damage dealt.

Reactions

Blood Bind When the blood hunter takes damage while a creature is under its blood curse, it can use its reaction to take half damage. Creatures under the Blood Curse takes the other half as necrotic damage instead

Demon Slayer

Damage Resistances Poison, Fire

Demon Rite When the blood hunter deals damage with its rite, it deals its choice of fire or poison damage.

Devil Sight The blood hunter's vision is not shrouded by magical darkness

Demon Hunter When the blood hunter takes the Attack action against an Fiend, it can add one additional Rite die to each of its damage rolls and can make one additional weapon attack against an Fiend

Fiend Bane If the blood hunter uses its blood curse on a Fiend, it gains the benefits of protection from *Good and Evil* for the duration of the effect.

Magical Attacks The blood hunter's attacks count as magical for the purpose of overcoming resistance.

Fey Hunter

Damage Resistances Psychic

Faerie Rite The blood hunter deals damage with its rite, it deals psychic

Faerie Hunter When the blood hunter takes the Attack action against an Fey, it can add one additional Rite die to each of its damage rolls and can make one additional weapon attack against an Fey

Fey Twist When the blood hunter succeeds a saving throw against being charmed and frightened by an effect that targets only one creature, it can redirect the effect back at the target instead.

Moon Gaze The blood hunter can see the true form a creature hidden by illusion or invisibility

Silvered Attacks The blood hunter's attacks count as silvered for the purpose of overcoming resistance.

Bonus Actions

Silver Dust the blood hunter can teleport up to its movement speed to a spot that it can see within range. When it leaves within 10ft. of a creature of its choice, that creature take psychic damage equal to the blood hunter's Rite damage die.

Ghostslayer

- **Damage Resistances** Necrotic

Death Rite When the blood hunter deals damage with its rite, it deals radiant damage.

Ghost Stride The blood hunter can move through the space of other creatures or objects. If it ends its turn in another creature's space, it is shunted to the nearest unoccupied space take 6 (1d10) force damage for every 5ft. the blood hunter is shunted

Grave Hunter When the blood hunter takes the Attack action against an undead, it can add one additional Rite die to each of its damage rolls and can make one additional weapon attack against an Undead

Undying Curse While its Blood Curse is active, when the blood hunter is reduced to 0 hitpoints, it can make a Constitution saving throw equal to half the damage dealt (minimum of 10). On a success, the bloodhunter regains 1 hitpoint instead.

Reactions

Death Grasp When the blood hunter reduces a creature to 0 hitpoints, it can command the target to make on melee weapon attack against a creature of the blood hunter's choice within range

Hex Hunter

- **Challenge Rating** Increases by 1

Hex Curse Creatures under the Blood Curse has a penalty to all attack rolls, ability checks, and saving throws equal to the Blood Hunter's Rite Die

Infinite Hex Whenever a creature under Blood Curse takes damage, it takes additional damage equal to the rite die of the blood hunter for the duration.

Reactions

Endless Hex When the blood hunter reduces a creature under its Blood Curse to 0 hitpoints, it can use its reaction to move the curse to another creature. Upon using this feature, the duration of Blood Curse resets.

Lycan

- **Movement** 40ft., 40ft. swim, 40ft. climb
- **Challenge Rating** Increases by 1

Therian Rite The blood hunter's attacks count as magical for the purpose of overcoming resistance

Therian Regeneration While in its Therian Regeneration, the blood hunter regains a number of hitpoints equal to 10 times half its proficiency bonus(rounded down) at the start of each of its turns as long as the blood hunter has at least 1 hitpoint

Therian Hunt The blood hunter has advantage on attack rolls against creatures under its Blood Curse

Bonus Actions

Therian Transformation (Sacrifice 10 hitpoints) The blood hunter can transform into a therianthrope form gaining the following features for one minute or until it is reduced to 0 hitpoints

- It can make one additional melee weapon attack whenever it takes the Attack action
- It gains resistance to bludgeoning, piercing, and slashing damage from non-silvered attacks

Actions

Hunter's Howl Creatures of the blood hunter's choice within 60ft. must make a Wisdom saving throw equal to its Rite DC. On a failed saving throw, creatures are considered frightened until the end of the blood hunter's next turn.

Mutant Hunter

- **Damage Resistances** Acid, Poison
- **Condition Immunities** Poisoned
- **Challenge Rating** Increases by 1

Axiomatic Sight The mutant hunter can see the true form a creature that are shapechangers or are under the effects of polymorph and similar effects.

Corrosive Curse A creature under the Blood Curse is considered poisoned for the duration and takes damage equal to twice the blood hunter's Rite die at the start of each of its turns for the duration of that effect.

Corrosive Rite When the blood hunter deals damage with its rite, it deals its choice of acid or poison damage.

Curse Resistance Whenever, the mutant hunter takes damage from using its Blood Curse, it only takes half damage instead.

Pact Hunter

- **Challenge Rating** Increases by 2

Eldritch Curse A creature under the Blood Curse has disadvantage on saving throws against the blood hunter's spell effects for the duration

Gift of the Pact(2 slots/ short rest) The blood hunter can cast any spells of its choice from any class list. The blood hunter can cast these spells at its highest level (equal to the blood hunter's proficiency bonus).

Pact Rite When the blood hunter deals damage with its rite, it deals its choice of damage.

Power Stealer When the blood hunter reduces a creature to 0 hitpoints using its Blood Curse, it recovers an expended spell slot

Spellcasting

Multiattack The blood hunter can substitute any weapon attack for a Rite Blast

Rite Blast Ranged Weapon Attack: the blood hunter's Intelligence modifier + its proficiency bonus to hit, 300ft., one target. *Hit:* Twice the Pact Hunter's Rite die +Intelligence modifier damage (the damage type matches its Rite Die)

Eldritch Channeling (Sacrifice 10 hitpoints) The blood hunter can cast a spell using its Gift of the Pact without expending a spell slot.

Spell Hunter

Challenge Rating Increases by 1

Arcana Sense The blood hunter can pinpoint the location of a spell effect within 120ft. of it. It can also determine if a creature in range is a spellcaster.

Magic Resistance The blood hunter's has advantage on saving throws against spell effects.

Mana Curse Creatures under the blood hunter's Blood Curse have disadvantage on saving throws to maintain concentration.

Mana Rite When the blood hunter deals damage with its rite, it deals force damage.

Spell Hunter When the blood hunter takes the Attack action against a creature concentrating on a spell effect, it can add one additional Rite die to each of its damage rolls and can make one additional weapon attack against the target

Reactions

Spellbreak When a target under the Blood Curse casts a spell, the blood hunter can force that creature to make a Charisma saving throw equal to the blood hunter's Rite DC. On a failed saving throw, the target takes force damage equal to a number of rite die equal to 1 + the spell's level and the spell effect immediately fails and is wasted. On a successful saving throw, the target is unaffected.

Revenant

- **Damage Resistances** Necrotic
- **Challenge Rating** Increases by 1

Soul Taker When the blood hunter kills a creature under its Blood Curse to 0 hitpoints under its Blood Curse, it regains 10 hitpoints

Soul Sight The blood hunter can pinpoint the location of a living creature within 60ft. of it

Revenant's Rite When the blood hunter deals damage with its rite, it deals force damage.

Reaper When the blood hunter uses its Attack action against a creature that is not an undead or construct, the blood hunter can add one additional Rite die to each of its damage rolls and can make one additional weapon attack against the target

Revenant's Fortitude While its Blood Curse is active, when the blood hunter is reduced to 0 hitpoints, it can make a Constitution saving throw equal to half the damage dealt (minimum of 10). On a success, the blood hunter regains 1 hitpoint instead.

Rift Hunter

Challenge Rating Increases by 1

Dimensional Stride The blood hunter can move through the space of other creatures or objects. If it ends its turn in another creature's space, it is shunted to the nearest unoccupied space take 6 (1d10) force damage for every 5ft. the blood hunter is shunted

Dimensional Strike Creatures under the Blood Curse must succeed a Charisma saving throw equal to the blood hunter's Rite DC. On a failed saving throw, the target is banished to a pocket demiplane for the duration. A creature can repeat its saving throw at the end of each of its turns for the duration of the effect. On a successful saving throw, the target returns to its original spot, or the nearest unoccupied location and is immune to being banished in this manner for the next 24 hours

Planar Rite When the blood hunter deals damage with its rite, it deals force damage.

Planar Strikes When the blood hunter takes the Attack action against a creature in the blood hunter's pocket demiplane, the blood hunter can add one additional Rite die to each of its damage rolls and can make one additional weapon attack against that creature

Bonus Actions

Planar Blink The blood hunter can teleport to a pocket demiplane or vice versa as a bonus action

Reactions

Planar Tether When a creature under the Blood Curse attempts to leave or teleport 30ft. or more away from the blood hunter, the blood hunter can use its reaction to force it to make a Charisma saving throw against the blood hunter's rite DC. On a failed saving throw, the target's movement speed is reduced to 0 and any attempt to teleport is automatically fails and the target takes force damage equal to a number of rite die equal to the blood hunter's proficiency bonus.

Shadow Hunter

Challenge Rating Increases by 1

Gloom Sight The blood hunter's vision is not shrouded by magical darkness

Shadow Curse Creatures under the blood hunter's blood curse are considered blinded for the duration. At the end of each of its turns, creatures must repeat the Constitution saving throw equal to the blood hunter's Rite DC, ending the effect on a success. Upon a success, the creature is immune to being blinded in this manner for the next 24 hours.

Shadow Evasion While in dim light or darkness, whenever the blood hunter fails a saving throw against a saving throw that deals damage, it takes half damage and none on a success.

Shadow Hunter When the blood hunter takes the Attack action while in dim light or darkness, it can add one additional Rite die to each of its damage rolls and can make one additional weapon attack against the target

Shadow Rite When the blood hunter deals damage with its rite, it deals necrotic damage.

Bonus Actions

Shadow Stealth While in dim light or darkness, the blood hunter can use its bonus action to Hide

Thought Hunter

- **Damage Resistances** Psychic
- **Languages** Telepathy 120ft.
- **Challenge Rating** increases by 1

Dread Curse Creatures under the Blood Curse are considered frightened for the duration of the effect

Oracle Rite When the blood hunter deals damage with its rite, it deals psychic damage.

Shielded Mind When the blood hunter fails an Intelligence, Wisdom, or Charisma saving throw against an effect that deals damage, it takes half damage and none on a success.

Synaptic Overload When the blood hunter takes the Attack action against a creature that is charmed, frightened, or stunned, the blood hunter can add one additional Rite die to each of its damage rolls and can make one additional weapon attack against that creature as part of its Attack action

Thought Reader The blood hunter can read the surface thoughts of a creature within 30ft.

Wyrms Hunter

- **Damage Resistances** Acid, Cold, Fire, Lightning, or Poison (choose 1)
- **Challenge Rating** Increases by 1

Draconic Rite When the blood hunter deals damage with its rite, it deals its choice of acid, cold, fire, lightning, or poison damage.

Dragon Hunter When the blood hunter takes the Attack action against an Dragon, it can add one additional Rite die to each of its damage rolls and can make one additional weapon attack against an Dragon

Dragon's Presence (Draconic Transformation only)

Each creature of the blood hunter's choice that is within 30 feet of the blood hunter and is aware of it must succeed on a Wisdom saving throw equal to the Blood hunter's Rite DC or become frightened for 1 minute.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the blood hunter's Dragon's Presence for the next 24 hours.

Actions

Multiattack(Draconic Transformation only) The wyrms hunter can make a Draconic breathe attack and two weapon attacks on its turn.

Draconic Breath(Draconic Transformation only)

Creatures of the blood hunter's choice within 30ft. cone must make a Dexterity saving throw equal to its Rite DC. On a failed saving throw, creatures in range take damage equal to a number of blood hunter Rite die equal to the blood hunter's proficiency bonus. On a successful saving throw, creatures take half damage.

Bonus Actions

Draconic Transformation(Sacrifice 10 hitpoints) The blood hunter can transform into their draconic form gaining the following features for one minute or until it its reduced to 0 hitpoints

- The blood hunter gains a flying speed equal to its walking speed
- The blood hunter's armor class increases by 3
- The blood hunter has advantage on saving throws against spell effects. For the duration of this effect, whenever the blood hunter succeeds a saving throw against a spell effect, it takes no damage.

CLERIC

Clerics are often viewed as divine conduits who have the ability to directly commune with gods. As a result, many deities seek to spread their influence through their clerics by sending across the Material Plane. In exchange for their service, these deities grant clerics divine magic, allowing them to perform incredible feats in the name of their god.

CLERIC ACOLYTE

Cleric acolytes have just begun their journey as a vessel for the divine. Many acolytes can primarily be found in temples as they acquire more experience, but it is not uncommon to find them traveling abroad, spreading their patron's influence.

CLERIC PRIEST

Cleric priests can often be found leading entire temples and sanctuaries within a city for a particular religion. Whenever a new temple is created in a city, it is very likely that a cleric priest was responsible. These individuals are often summoned in times of dire need, especially in the wake of threat from fiends or undead, wherein they can use their divine power to turn the unholy.

GRAND CLERIC

Grand clerics are the rarest but most powerful of all clerics. These individuals have gained the direct favor of the gods themselves and are even capable of having these entities directly intervene on their behalf.

Due to their power and renown, these clerics have been known to lead entire religions or cults whose influence can span across nations or continents.

CLERIC DOMAINS

As there are numerous deities and religions, clerics are known to possess a wide variety of abilities depending on their devotion. Depending on their domain, clerics are able to channel special abilities through their Channel Divinity.

Whenever, the cleric recharges their Channel Divinity, they can choose to use its Turn the Dead or Special Channel Divinity feature(if applicable). These abilities can vary depending on domain and uses the cleric's spellcasting DC and can deal damage according to the type of cleric it is (acolyte, priest, or grand cleric).

LIGHT CLERIC

Light clerics have devoted themselves to divine entities that embrace the concepts of the day, light, sun, fire, and rebirth. They are able to harness their divine power to transform themselves into a celestial beacon of light that banishes any darkness in their wake.

TWILIGHT CLERIC

Twilight clerics worship entities that claim the domain of darkness, night, and in some regards, death. They are able to harness the shadows to cloak themselves from harm and to hinder the visibility of their opponents

STORM CLERIC

Storm clerics claims whose domain includes the sky, sea, and storms. Thanks to their mastery of storms, they are often valued by many coastal societies, who seek favorable winds and tides.

NATURE CLERIC

Nature clerics have devoted themselves to preserving the balance of nature itself. They have developed a special connection to beast, plants, and the elements, using their abilities to stop those who seek to disrupt this balance.

WAR CLERIC

War clerics embrace the concept of war, as it is an inevitable aspect of any civilization. Thanks to their divine power, they are comparable to a divine avatar of war on the battlefield as they lead their allies to victory.

FORGE CLERIC

Forge clerics fully embrace the concept of divine creation. Only through creation and technological development can a society fully reach its true potential. Often times, these clerics combine aspects of the divine with technology to create marvelous feats of engineering or devastating weapons of destruction.

ARCANA CLERIC

These clerics have forged a special connection with the magical aether that intertwines all the planes of existence. These clerics believe that they are able to forge a closer connection with the divine by expanded their knowledge of the arcane.

DEATH CLERIC

Death clerics share a special attunement to the domain of death. Some of these clerics seek to preserve the balance between life and death, seeking to destroy those who pervert this dichotomy. However, others seek to use this power to transcend mortal bounds and bind the deceased to their will.

LIFE CLERIC

Life clerics celebrate the concept of life and rebirth. They channel their divine magics to serve the ill and even resurrect the dead. They possess a special disdain for those who seek to corrupt the fallen with necromantic magics.

TRICKSTER CLERIC

Trickster clerics embrace deities devoted to the concepts of trickery, illusion, and deception. Their divine talents allow them to be extremely versatile thanks to their ability to disguise themselves and take control of people's minds. As a result, these clerics often serve as con artists, spies, assassins, investigators, or even peacekeepers.

FEY CLERIC

Instead of drawn on the divine power of Celestials, fey clerics are able to harness the magic of the Feywild itself. These individuals are able to distort one perception of reality by manipulating their fears and desires to spread terror, joy, or chaos to all they encounter.

FIEND CLERIC

Fiend clerics call upon the power of the Lower Planes from either the Abyss or the Nine Hells. These individuals seek to claim the souls of mortal to fuel the eternal war between devils and demons.

DRAGONIC CLERIC

When dragons are able to acquire incredible amounts of power, they start to consider themselves to be gods, granting power to those who worship them. However, others claim their ultimate allegiance to the dragon gods themselves such as Tiamat, Bahamut, and even Sardior.

BLAZE CLERIC

Blaze clerics draw their power from entities whose claim the domain of fire. However, these clerics have been known to share allegiance to other elements such as light or nature.

WINTER CLERIC

Winter clerics have devoted their lives to entities who claim the domains of frost, ice, and the cold. However, this domain has been known to encompass much broader themes such as the seasons and death. Other clerics of this order do not hold fealty to a deity but instead a powerful creature attuned to ice, such as powerful elementals or even dragons.

EARTH CLERIC

Earth clerics share a deep connection with the earth thanks to their divine devotion. Despite their faith, earth clerics have been known to maintain a strong relationship with many druidic and primal circles to help enforce elemental balance on the Material Plane





CLERIC ACOLYTE

medium humanoid, varies

Armor Class 16(Breastplate)

Hit Points 39(6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Str +5, Dex +5, Con +5, Int +4, Wis +6, Cha +6

Skills Arcana +5, Religion +5, Insight +5, Perception +5, Persuasion +5

Senses passive Perception 15

Languages Common, Celestial, and one language of its choice

Proficiency Bonus +2

Challenge 3 (700 xp)

Divine Aura The cleric acolyte can add its Wisdom modifier each of its saving throws (already included in bonus)

Divine Empowerment Upon casting a spell of 5th level or lower, the cleric acolyte can deal an additional 5(1d8) radiant damage for each level above 1st that the cleric acolyte casts to its next damage roll until the start of its next turn. The cleric acolyte can only benefit from this feature once on each of its turns.

Divine Sense The cleric acolyte can pinpoint the location of a fiend or undead within 60ft. of them.

Divine Warding Whenever fiends or under make an attack against the cleric acolyte, it must do so with disadvantage. The priest has advantage on saving throws against their effects

SPELLCASTING

The cleric acolyte is a 6th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Cantrips(At will) *Light, Sacred Flame, Spare the Dying, Thaumaturgy*

1st Level Spells(4 slots) *Bless, Bane, Cure Wounds, Gentle Repose, Guiding Bolt, Protection from Good and Evil, Shield of Faith*

2nd Level Spells(3 slots) *Lesser Restoration, Spiritual Weapon, Zone of Truth*

3rd Level Spells(2 slots) *Aura of Vitality, Daylight, Revivify, Spirit Guardians*

Actions

Multiattack. The cleric acolyte can cast one spell and make one weapon attack. The cleric acolyte can substitute a spell effect for Turn the Dead(if available).

Mace Melee Weapon Attack: +4 to hit, 5ft., one target. *Hit* 6 (1d6+2) bludgeoning damage.

Turn the Dead (Recharge 5-6). Undead or fiends within 30ft. of the cleric acolyte must succeed a DC 16 Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a undead or fiend is of challenge rating 2 or lower, it is instantly destroyed.



CLERIC PRIEST

medium humanoid, varies

Armor Class 16 (Breastplate)

Hit Points 68 (9d8+27)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	12 (+1)	18 (+4)	18 (+4)

Saving Throws Str +5, Dex +5, Con +6, Int +4, Wis +7, Cha +7

Skills Arcana +7, Religion +7, Insight +7, Perception +7, Persuasion +7

Senses passive Perception 17

Languages Common, Celestial, and one language of its choice

Proficiency Bonus +3

Challenge 7 (2900 xp)

Divine Aura The cleric priest can add its Wisdom modifier each of its saving throws (already included in bonus)

Divine Empowerment Upon casting a spell of 1st level or higher, the cleric priest can deal an additional 5 (1d8) radiant damage for each level above 1st that the cleric priest casts to its next damage roll until the start of its next turn.

The cleric priest can only benefit from this feature once on each of its turns.

Divine Sense The cleric priest can pinpoint the location of a fiend or undead within 120ft. of them.

Divine Warding Whenever fiends or under make an attack against the cleric priest, it must do so with disadvantage. The cleric priest has advantage on saving throws against their effects

SPELLCASTING

The cleric priest is a 9th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

Cantrips(At will) *Light, Sacred Flame, Spare the Dying, Thaumaturgy*

1st Level Spells(4 slots) *Bless, Bane, Cure Wounds, Gentle Repose, Guiding Bolt, Protection from Good and Evil, Shield of Faith*

2nd Level Spells(3 slots) *Lesser Restoration, Spiritual Weapon, Zone of Truth*

3rd Level Spells(3 slots) *Aura of Vitality, Daylight, Revivify, Spirit Guardians*

4th Level Spells(3 slots) *Aura of Life, Divination, Guardian of Faith*

5th Level Spells(2 slots) *Dawn, Circle of Power, Flame Strike, Hallow, Holy Weapon, Wall of Light*

Actions

Multiattack. The cleric priest can cast one spell and make one weapon attack. The cleric priest can substitute a spell effect for Turn the Dead(if available).

Mace Melee Weapon Attack: +5 to hit, 5ft., one target. **Hit 6** (1d6+2) bludgeoning damage + 1d8 radiant damage.

Turn the Dead (Recharge 5-6). Undead or fiends within 30ft. of the cleric priest must succeed a DC 15 Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a undead or fiend is of challenge rating 2 or lower, it is instantly destroyed.

GRAND CLERIC

medium humanoid, varies

Armor Class 16(Breastplate)

Hit Points 136(18d8+54)

Speed 30ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 14 (+2) 16 (+3) 17 (+3) 20 (+5) 20 (+5)

Saving Throws Str +9, Dex +8, Con +9, Int +9, Wis +11, Cha +11

Skills Arcana +9, Religion +15, Insight +11, Perception +11, Persuasion +11

Senses passive Perception 21

Languages Common, Celestial, and one language of its choice

Proficiency Bonus +6

Challenge 18 (20000 xp)

Divine Aura The Grand Cleric can add its Wisdom modifier each of its saving throws (already included in bonus)

Divine Empowerment Upon casting a spell of 5th level or lower, the grand cleric can deal an additional 5(1d8) radiant damage for each level above 1st that the cleric priest casts to its next damage roll until the start of its next turn.

The grand cleric can only benefit from this feature once on each of its turns.

Divine Intervention(1/week) Upon dropping to 0 hitpoints, the grand cleric fully recover its hitpoints, expended spell slots, and legendary resistances.

Divine Sense The grand cleric can pinpoint the location of a fiend or undead within 120ft. of them.

Divine Warding Whenever fiends or under make an attack against the grand cleric acolyte, it must do so with disadvantage. The gradn cleric has advantage on saving throws against their effects

Legendary Resistance(3/day) Upon failing a saving throw, the grand cleric leric can choose to succeed. Upon using this feature, the grand cleric can cast a spell of 5th level or lower.

SPELLCASTING

The grand cleric is a 18th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips(At will) *Light, Sacred Flame, Spare the Dying, Thaumaturgy*

1st Level Spells(4 slots) *Bless, Bane, Cure Wounds, Gentle Repose, Guiding Bolt, Protection from Good and Evil, Shield of Faith*

2nd Level Spells(3 slots) *Lesser Restoration, Spiritual Weapon, Zone of Truth*

3rd Level Spells(3 slots) *Aura of Vitality, Daylight, Revivify, Spirit Guardians*

4th Level Spells(3 slots) *Aura of Life, Divination, Guardian of Faith*

5th Level Spells(3 slots) *Dawn, Circle of Power, Flame Strike, Greater Restoration, Hallow, Holy Weapon, Mass Cure Wounds, Summon Celestial Wall of Light*

6th Level Spells(2 slots) *Sunbeam, Word Recall, Heal*

7th Level Spells(2 slots) *Divine Word, Power Word Pain, Symbol*

8th Level Spells(1 slot) *Holy Aura, Sunburst*

9th Level Spells(1 slot) *Mass Heal, Power Word Kill, Power Word Heal*

Actions

Multiattack. The grand cleric can cast one spell and make one weapon attack. The grand cleric can substitute a spell effect for Turn the Dead(if available).

Mace Melee Weapon Attack: +9 to hit, 5ft., one target. *Hit 7* (1d6+3) bludgeoning damage + 9 (2d8) radiant damage.

Turn the Dead (Recharge 5-6). Undead or fiends within 30ft. of the cleric priest must succeed a DC 19 Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a undead or fiend is of challenge rating 3 or lower, it is instantly destroyed.

Legendary Actions (3/turn)

The grand cleric can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Movement (1 actions) The grand cleric can move up to half its movement speed without having provoking attacks of opportunity.

Cast a spell(2 actions) The grand cleric can cast a spell of 5th level or lower.

Divine Resilience(3 actions) The grand cleric can end one status condition or spell effect on itself.

LIGHT CLERIC

Divine Light When a creature is hit by an attack or fails a saving throw against an effect that deals fire or radiant damage, it cannot benefit from being hidden until the end of its next turn.

Radiant Caster Whenever the light cleric starts its turn in direct sunlight, whenever it deals radiant or fire damage, it can add one additional die of that type to the total damage roll.

SPELLCASTING

The light cleric gains the following additional spells

1st Level Spells *Faerie Fire*

2nd Level Spells *Scorching Ray*

3rd Level Spells *Fireball*

4th Level Spells *Fire Shield, Wall of Fire*

5th Level Spells *Immolation*

7th Level Spells *Delayed Blast Fireball, Crown of Stars, Fire Storm*

9th Level Spells *Meteor Swarm*

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Solar Radiance(Recharge 5-6) As an action, creatures in a 30ft. radius of the Cleric must make a Constitution saving throw.

On a failed saving throw, creatures take damage both radiant and fire damage equal to the Cleric's proficiency bonus and are blinded until the end of its next turn. On a successful saving throw, creatures only take half damage. This feature banishes any form of darkness within range.

For example, a light cleric acolyte would deal 9 (2d8) fire + 9(2d8) radiant damage on a failed saving throw. On a successful saving throw, creatures only take half damage.

Bonus Actions

Aura of Light As a bonus action, the cleric can choose to emit a bright light in a 20ft. radius and dim light an additional 20ft. This light counts as sunlight. This light can be dismissed as a bonus action

Reactions

Warding Flare Whenever the cleric or a creature within 30ft. of the cleric is targeted with an attack, the cleric can use its reaction to cause that attack to suffer disadvantage.

TWILIGHT CLERIC

- **Senses** 120ft. darkvision
- **Challenge Rating** Increases by 1

Shadow Sight The twilight cleric can see in magical darkness.

Shadow Stealth While in darkness, the twilight cleric can use its bonus action to Hide. While these conditions are met, the cleric is invisible to creatures that rely on sight to see it

Shadow Shield While in darkness, the twilight cleric gains 10 temporary hitpoints at the start of each of its turns.

Divine Darkness When a twilight cleric deals radiant damage, it can choose to treat the damage dealt as psychic instead.

SPELLCASTING

The twilight cleric gains the following additional spells

1st Level Spells *Fog Cloud, Sleep*

2nd Level Spells *Darkness, Invisibility*

3rd Level Spells *Hunger of Hadar*

4th Level Spells *Greater Invisibility, Shadow of Moil*

5th Level Spells *Mislead*

6th Level Spells *True Seeing*

8th Level Spells *Darkstar, Maddening Darkness*

9th Level Spells *Ravenous Void*

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Penumbra(Recharge 5-6) As an action, creatures in a 30ft. radius of the twilight cleric must make a Wisdom saving throw.

On a failed saving throw, creatures take psychic equal to twice the Cleric's proficiency bonus. This area counts as magical darkness until the end of the twilight cleric's next turn. If affected creatures are currently in dim light or darkness, it must make this saving throw with disadvantage. On a successful saving throw, creatures only take half damage. This feature banishes any form of light within range.

For example, a twilight cleric acolyte would deal 17 (4d8) psychic damage. On a successful saving throw, creatures only take half damage.

TEMPEST CLERIC

- **Languages** Auran, Primordial

Stormy Aura Creatures that grapple or hits the cleric with a melee attack while within 5ft. of it must succeed a Strength saving throw equal to the cleric's spell save DC. On a failed saving throw creatures are pushed back 10ft. and cannot take reactions until the end of its next turn.

Divine Storm When a tempest cleric deals radiant damage, it can choose to treat the damage dealt as its choice lightning or thunder damage instead.

Raging Tempest When a creature is hit by an attack or fails a saving throw against an effect that deals thunder or lightning damage, it is pushed back an additional 10ft.

SPELLCASTING

The tempest cleric gains the following additional spells

Cantrips *Booming Blade, Lightning Lure, Thunderclap*

1st Level Spells *Fog Cloud, Thunderwave*

2nd Level Spells *Gust of Wind, Shatter*

3rd Level Spells *Call Lightning, Fly, Lightning Bolt, Tidal Wave, Wind Wall*

4th Level Spells *Control Water, Storm Sphere*

5th Level Spells *Destruction Wave, Maelstrom*

6th Level Spells *Chain Lightning*

7th Level Spells *Whirlwind*

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Elemental Turning Elementals within 30ft. of the cleric must succeed a Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a elemental is of an appropriate challenge rating, it is instantly destroyed.

NATURE CLERIC

Nature Sense The nature cleric can pinpoint the location of a beast or elemental within range

Nature's Wrath When a nature cleric deals radiant damage, it can choose to treat the damage dealt as its choice of fire, cold, or lightning damage instead.

SPELLCASTING

The nature cleric gains the following additional spells

Cantrips *Druidcraft, Shillelagh, Thorn Whip*

1st Level Spells *Burning Hands, Find Familiar*

2nd Level Spells *Summon Beast*

3rd Level Spells *Call Lightning, Conjure Animals, Plant Growth*

4th Level Spells *Grasping Vine, Polymorph, Summon Elemental*

5th Level Spells *Cone of Cold, Insect Plague, Wrath of Nature*

Channel Divinity

Instead of using their Turn the Dead, the nature cleric can use a Channel Divinity Option instead.

Divine Overgrowth(Recharge 5-6) As an action, creatures in a 30ft. radius of the Cleric must make a Strength saving throw.

On a failed saving throw, creatures take piercing damage equal to twice the Cleric's proficiency bonus and are restrained until the end of its next turn. On a successful saving throw, creatures take half damage and are not restrained.

For example, a nature cleric acolyte can deal an additional 18(4d8) piercing damage. On a successful saving throw, it takes half damage instead

WAR CLERIC

- **Challenge Rating** Increases by 1

Divine Weapon The war cleric's attacks count as magical for the purpose of overcoming resistance.

Divine Fury Whenever the war cleric casts a spell of 1st level or higher, it can use its bonus action to make an additional weapon attack.

War Priest The war cleric has advantage on initiative

SPELLCASTING

The war cleric gains the following additional spells

Cantrips *Blade Ward, True Strike*

1st Level Spells *Shield of Faith*

2nd Level Spells *Magic Weapon*

3rd Level Spells *Conjure Barrage, Haste*

5th Level Spells *Conjure Volley, Swift Quiver*

6th Level Spells *Blade Barrier*

7th Level Spells *Mordenkainen's Sword*

Channel Divinity

Instead of using their Turn the Dead, the war cleric can use a Channel Divinity Option instead.

Divine Smite(Recharge 5-6) The war cleric can imbue their weapon with divine magic. Until the end of their next turn, the war cleric can deal an additional radiant damage equal to the war cleric's proficiency bonus on their weapon damage rolls. For the duration, whenever the war cleric takes the Attack action, they can make an additional weapon attack on their turn.

For example, a war cleric acolyte can deal an additional 9(2d8) radiant damage on its weapon damage rolls.

Reaction

Divine Strike When the war cleric or a creature within 30ft. of the cleric that it can see makes an attack, the war cleric can cause that attack to have advantage.

FORGE CLERIC

- **Damage Resistances** Fire, non-magical bludgeoning, piercing, and slashing damage
- **Challenge Rating** Increases by 1

Divine Forging When a forge cleric deals radiant damage, it can treat the damage dealt as fire damage instead.

Divine Weapon The forge cleric's attacks count as magical for the purpose of overcoming resistance.

Divine Reconstruction When forge cleric casts a healing or resurrection spell, it can affect constructs

Siege Monster The forge cleric can deal double damage to buildings and objects

SPELLCASTING

The forge cleric gains the following additional spells

Cantrips *Blade Ward, Green-flame Blade, Mending*

1st Level Spells *Identify*

2nd Level Spells *Magic Weapon*

3rd Level Spells *Elemental Weapon, Tiny Servant*

4th Level Spells *Fabricate*

5th Level Spells *Animate Objects, Creation*

6th Level Spells *Blade Barrier*

7th Level Spells *Mordenkainen's Sword*

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Constructed Turning(Recharge 5-6) Constructs within 30ft. of the cleric must succeed a Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a construct is of an appropriate challenge rating, it is instantly destroyed.

ARCANA CLERIC

- **Challenge Rating** Increases by 1

Arcane Sense The arcana cleric can pinpoint the location and type of magical effect within range. It can also determine if a creature is a spell caster if it is within range.

Divine Arcana When an arcana cleric deals radiant damage, it can choose to treat the damage dealt as force damage instead.

Divine Caster The arcana cleric cannot lose concentration on spell effects from taking damage.

Rapid Caster When the arcana cleric casts a spell of 1st level or higher, it can use its bonus action to cast a cantrip.

Magic Resistance The arcana cleric has advantage on saving throws against spells and magical effects

SPELLCASTING

1st Level Spells *Detect Magic, Magic Missile*

2nd Level Spells *Summon Beast*

3rd Level Spells *Counterspell, Dispel Magic*

4th Level Spells *Arcane Eye, Banishment*

5th Level Spells *Wall of Force, Teleportation Circle*

6th Level Spells *Contingency*

7th Level Spells *Teleport*

8th Level Spells *Antimagic Field*

9th Level Spells *Wish*

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Arcane Dispersal As an action, creatures in a 30ft. radius of the arcana cleric must make a Charisma saving throw.

On a failed saving throw, creatures take force damage equal to twice the Cleric's proficiency bonus and cannot cast or concentrate spells until the end of its next turn. On a successful saving throw, creatures only take half damage. This effect also dispels any spell effects on creatures within range.

For example, a arcana cleric acolyte can deal an additional 18(4d8) force damage on a failed saving throw and half as much on a success.

DEATH CLERIC

Challenge Rating Increase by 1

Life Sense(Replaces Divine Sense) The death cleric can pinpoint the location of a living or undead creature within range.

Avatar of Death When a death cleric deals radiant damage, it can choose to treat the damage dealt as necrotic damage instead.

Death Link When the death cleric deals necrotic damage with a spell that targets only one creature, the death cleric can target a second creature within range.

Inevitable Death When the death cleric reduces a creatures to 0 hitpoint, that creature instantly dies

SPELLCASTING

The death cleric gains the following additional spells

Cantrips *Toll the Dead*

1st Level Spells *Inflict Wounds*

3rd Level Spells *Animate Dead, Summon Dead*

4th Level Spells *Blight*

5th Level Spells *Danse Macabre, Negative Energy Flood, Reincarnate*

6th Level Spells *Create Undead, Circle of Death*

7th Level Spells *Finger of Death*

8th Level Spells *Horrid Wilting*

9th Level Spells *Time Ravage*

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Turn the Living(Replaces Turn the Dead) Living creatures (not including constructs or undead) within 30ft. of the cleric must succeed a Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours.

Withering Pulse As an action, creatures in a 30ft. radius of the death cleric must make a Constitution saving throw.

On a failed saving throw, creatures take necrotic damage equal to twice the Cleric's proficiency bonus, and suffer vulnerability to the next damage roll against it until the end of its next turn.

For the duration of this effect, the target cannot recover hitpoints. Upon a successful saving throw, creatures take half damage and are otherwise unaffected.

For example, a death cleric acolyte can deal an additional 18(4d8) necrotic damage on a failed saving throw and half as much on a success.

LIFE CLERIC

Divine Regeneration Upon casting a spell of 1st level or higher, the cleric can recover 5(1d8) hitpoints for each level of the spell cast. The cleric can only use this feature once on each of its turns and can only use this feature on a spell of 5th level or lower.

Divine Healing When a life cleric heals a creature using a spell effect, it can treat the roll as its maximum value

Life Link Whenever the life cleric casts a spell of 1st level or higher that heals a creature, the life cleric can recover 1d8 hitpoints for each level of the spell cast.

Channel Divinity

Instead of using their Turn the Dead, the life cleric can use a Channel Divinity Option instead.

Preserve Life(Recharge 5-6) As an action, the life cleric and creatures in a 30ft. radius of the Cleric regains a number of hitpoints and temporary hitpoints equal to the Cleric's proficiency bonus. This effect also ends all status conditions or spell effects on that creature.

For example, a life cleric acolyte would recover 18 (4d8) hitpoints and 18(4d8) temporary hitpoints.

TRICKSTER CLERIC

Divine Illusion When a trickster cleric deals radiant damage, it can choose to treat the damage dealt as psychic damage instead.

Endless Tricks When the trickster cleric casts an enchantment or illusion spell that targets only one creature, the trickster cleric can target a second creature within range.

SPELLCASTING

The trickster cleric gains the following additional spells

Cantrips *Toll the Dead*

1st Level Spells *Disguise Self, Charm Person*

2nd Level Spells *Mirror Image, Suggestion, Phantasmal Force, Invisibility*

3rd Level Spells *Fast Friends, Hypnotic Pattern, Sending*

4th Level Spells *Charm Person, Phantasmal Killer, Greater Invisibility*

5th Level Spells *Dominate Person, Geas, Seeming, Modify Memory*

6th Level Spells *Mass Suggestion*

8th Level Spells *Dominate Monster*

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Divine Charm(Replaces Turn the Dead) Creatures within 30ft. of the cleric must succeed a Wisdom saving throw or become charmed by it for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours.

Creature can repeat their saving throw to end the effect each time it takes damage. It can use its bonus action to verbally command creatures charmed in this manner.

FEY CLERIC

- **Damage Resistance** Psychic
- **Languages** Sylvan

Fey Resilience The cleric has advantage on saving throws against effects that charm or frighten

Magical Resistance The cleric has advantage on saving throws against spells and magical effects

Fey Misdirection If the cleric succeeds a saving throw from an effect that charms or frightens it, the cleric can redirect the effect back at the target. The attacker must succeed a Wisdom saving throw against the cleric's spell save DC.

The fey cleric gains the following additional spells

- **Cantrips** *Friends, Mind Sliver, Minor Illusion*
- **1st Level Spells** *Color Spray, Disguise Self, Charm Person, Sleep*
- **2nd Level Spells** *Mirror Image, Suggestion, Phantasmal Force, Invisibility, See Invisibility*
- **3rd Level Spells** *Fast Friends, Hypnotic Pattern, Sending*
- **4th Level Spells** *Charm Person, Phantasmal Killer, Greater Invisibility*
- **5th Level Spells** *Dominate Person, Seeming*
- **6th Level Spells** *Mass Suggestion*
- **7th Level Spells** *Mirage Arcane*
- **8th Level Spells** *Dominate Monster*
- **9th Level Spells** *Weird*

Channel Divinity

Instead of using their Turn the Dead, the Fey cleric can use a Channel Divinity Option instead.

Fey Presence(Recharge 5-6) Creatures within 30ft. of the cleric must succeed a Wisdom saving throw or become charmed or frightened by the cleric for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours.

Creature can repeat their saving throw to end the effect each time it takes damage. It can use its bonus action to verbally command creatures charmed in this manner.

Fey Turning(Recharge 5-6) Fey within 30ft. of the cleric must succeed a Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a fey is of an appropriate challenge rating, it is instantly destroyed.

FIEND CLERIC

- **Damage Resistances** Cold, Fire, Lightning
- **Languages** Abyssal, Infernal

Dauntless The cleric has advantage on saving throws against being frightened

Devil Sight The cleric's vision is not obscured by magical darkness.

Magical Resistance The cleric has advantage on saving throws against spells and magical effects

The fiend cleric gains the following additional spells

- **Cantrips** *Firebolt, Poison Spray, Thaumaturgy*
- **1st Level Spells** *Burning Hands, Cause Fear, Find Familiar, Hellish Rebuke*
- **2nd Level Spells** *Darkness, Scorching Ray*
- **3rd Level Spells** *Conjure Lesser Demons, Fireball, Stinking Cloud*
- **4th Level Spells** *Conjure Demons, Wall of Fire*
- **5th Level Spells** *Cloudkill, Infernal Calling, Immolate*
- **6th Level Spells** *Summon Demon, Otherworldly Form*
- **7th Level Spells** *Firestorm, Mirage Arcane*
- **8th Level Spells** *Incendiary Cloud*
- **9th Level Spells** *Gate, Meteor Swarm*

Channel Divinity

Instead of using their Turn the Dead, the Fiend cleric can use a Channel Divinity Option instead.

Infernal Turning(Recharge 5-6) Fiends within 30ft. of the cleric must succeed a Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a fiend is of an appropriate challenge rating, it is instantly destroyed.

DRACONIC DOMAIN

- **Damage Resistances** Acid, Cold, Fire, Lightning, Poison (choose one)
- **Languages** Draconic

Draconian Magic Creatures cannot benefit from advantage on saving throws against the cleric's spell effects

Magical Resistance The cleric has advantage on saving throws against spells and magical effects

Draconic Ward When the cleric fails the saving throw a saving throw against an effect that deals acid, cold, fire, lightning or thunder damage, it takes no damage on a success. The draconic cleric gains the following additional spells

- **Cantrips** *Firebolt, Poison Spray, Thaumaturgy*
- **1st Level Spells** *Absorb Elements, Burning Hands, Cause Fear, Frost Fingers,*
- **2nd Level Spells** *Dragon's Breath*
- **3rd Level Spells** *Fear, Fly, Lightning Breath*
- **4th Level Spells** *Elemental Bane*
- **5th Level Spells** *Cone of Cold, Summon Draconic Spirit*
- **6th Level Spells** *Fizban's Platinum Shield*
- **7th Level Spells** *Draconic Transformation*
- **8th Level Spells** *Illusory Dragon*
- **9th Level Spells** *True Polymorph*

Channel Divinity

Instead of using their Turn the Dead, the Fiend cleric can use a Channel Divinity Option instead.

Draconic Presence(Recharge 5-6) Creatures within 30ft. of the cleric must succeed a Wisdom saving throw or become frightened by the cleric for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours.

Draconic Turning(Recharge 5-6) Dragons within 30ft. of the cleric must succeed a Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a dragon is of an appropriate challenge rating, it is instantly destroyed.

BLAZE CLERIC

- **Damage Resistances** Fire
- **Languages** Ignan, Elemental

Heated Body Creatures that grapple or hits the cleric with a melee attack while within 5ft. of it takes 5(1d8) fire damage.

Blazing Smite When a tempest cleric deals radiant damage, it can choose to treat the damage dealt as its choice fire damage instead.

Divine Flame When the Cleric deals fire damage, it can ignore resistance and treat immunity as resistance instead.

SPELLCASTING

The blaze cleric gains the following additional spells

Cantrips *Green-flame Blade, Firebolt*

1st Level Spells *Burning Hands*

2nd Level Spells *Scorching Ray, Heat Metal*

3rd Level Spells *Fireball*

4th Level Spells *Wall of Fire, Web of Fire*

5th Level Spells *Immolation*

6th Level Spells *Investiture of Flame*

7th Level Spells *Delayed Blast Fireball, Firestorm*

8th Level Spells *Incendiary Cloud*

9th Level Spells *Meteor Swarm*

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Combustion(Recharge 5-6) Creatures within 30ft. of the flame cleric must succeed a Dexterity saving throw equal to the flame cleric's spell save DC. On a failed saving throw, the creatures are set for one minute. Ablaze creatures take 9(2d8) fire damage at the start of each of its turns for the duration unless it uses its action to put out the flames.

Elemental Turning(Recharge 5-6) Elementals within 30ft. of the cleric must succeed a Wisdom saving throw or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a elemental is of an appropriate challenge rating, it is instantly destroyed.

WINTER CLERIC

- **Damage Resistances** Cold

Ice Walk The cleric can move through icy terrain without having to make an ability checks or expend additional movement

Freezing Smite When a winter cleric deals radiant damage, it can choose to treat the damage dealt as its choice cold damage instead.

Divine Frost When the winter cleric deals cold damage, it can ignore resistance and treat immunity as resistance instead.

Gift of Frost The winter cleric has advantage on saving throws against effects that deal cold damage. On a successful saving throw, the cleric

SPELLCASTING

The winter cleric gains the following additional spells

Cantrips *Ray of Frost*

1st Level Spells *Frost Fingers, Ice Knife*

2nd Level Spells *Hold Person, Ice Spike*

3rd Level Spells *Sleet Storm, Slow*

4th Level Spells *Ice Storm*

5th Level Spells *Cone of Cold, Hold Monster*

6th Level Spells *Freezing Sphere, Investiture of Ice, Wall of Ice*

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Flash Freeze(Recharge 5-6) Creatures within 30ft. of the winter cleric must succeed a Constitution equal to the winter cleric's spell save DC. On a failed saving throw, the creatures are paralyzed for one minute. Paralyzed creatures can repeat its saving throw at the end of each of its turns to end the effect on a success.

Elemental Turning(Recharge 5-6) Elementals within 30ft. of the winter cleric must succeed a Wisdom saving throw equal to the winter cleric's spell save DC or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a elemental is of an appropriate challenge rating, it is instantly destroyed.

EARTH CLERIC

Spider climb The earth cleric can climb difficult surfaces (including ceilings) without needing to make an ability check

Siege Monster When a earth cleric deals double damage to buildings and objects

Terran Stride When the earth cleric can travel through rocky terrain without needing to make ability checks or expend additional movement

SPELLCASTING

The earth cleric gains the following additional spells

Cantrips *Magic Stone, Mold Earth*

1st Level Spells *Catapult, Earth Tremor*

2nd Level Spells *Maximilian's Earthen Grasp*

3rd Level Spells *Conjure Minor Elementals, Meld into Stone*

4th Level Spells *Summon Elemental, Stoneskin*

5th Level Spells *Conjure Elemental, Passwall, Wall of Stone*

6th Level Spells *Bones of Earth, Flesh to Stone*

8th Level Spells *Earthquake*

9th Level Spells *Meteor Swarm*

Channel Divinity

Instead of using their Turn the Dead, the cleric can use a Channel Divinity Option instead.

Earthen Tomb(Recharge 5-6) Creatures within 30ft. of the earth cleric must succeed a Strength equal to the earth cleric's spell save DC. On a failed saving throw, the creatures is knocked prone and restrained for one minute. Restrained creatures can repeat its saving throw at the end of each of its turns to end the effect on a success.

Elemental Turning(Recharge 5-6) Elementals within 30ft. of the earth cleric must succeed a Wisdom saving throw equal to the earth cleric's spell save DC or become turned for one minute. Upon a successful saving throw, those creatures are immune to this effect for the next 24 hours. If a elemental is of an appropriate challenge rating, it is instantly destroyed.

CULTS

Many supernatural entities such as archdevils, demon lords, elemental princes, dragons, demigods, and powerful undead seek to bind the souls of mortals to their will. In exchange for their allegiance, these entities bestow an aspect of their power to their followers.

DEFINING CULTS

In general, cults can have a vast array of goals and objectives that they seek to accomplish. In many circumstances, many cults seem to be somewhat indistinguishable from many established pantheons. However, the primary difference between these groups is that cultists directly receive their power from their patron or deity, rather than channeling their divine magic through personal devotion. Because of this direct link, many cultists are more liable to heed their patron's wishes or risk having their power taken or some other form of punishment.

CULT AGENDAS

Thanks to their direct link to their followers, some patrons seek to attain godhood, using the influence of their cult to grant themselves enough power to reach their ascension. Others seek to claim the Material Plane as their own domain and use their followers as agents to enact their will on the Material Plane.

CULT PACTS

As mentioned earlier, cultists gain their arcane abilities directly from their patron through a pact. Although such pacts take the form of arcane power, some can manifest itself as a supernatural blade or artifact granted by the entity. With their newfound power, these individuals seek to spread the influence or further the goals of their patron. Depending on one's devotion, one can be bestowed greater portions of power and at times even ascend past their mortal limitations. However, such power comes at a cost. Depending on the patron, one may be literally selling their soul to their patrons. Others are forced to obey the commands of their patron or be at risk of losing their abilities or facing the direct wrath of the patron or their followers.

CULT TACTICS

In general, cultists seek to accomplish the will of their patron by any means possible. They can resort to a number of tactics by recruiting the common population through persuasive conversion or deceptive manipulation. Others may resort to fear and violence to further their patron's goals and ruthlessly eliminate any rivals.

ZEALOUS DEVOTION

Regardless of their preferred tactics, cultists are known for their unshakable resolve, whether out of fanatic devotion to their patron or the mortal terror of failing their master. In fact, many cultists would rather face death itself rather than betraying their cause.

FANATICAL MASSES

One of the major strengths of many cults is that they rely on numbers in combat. If the cult itself does not have a large reserve of members, they often entreat the aid of creatures that serve their patron to fill their ranks.

CULTIST ROLES

Just like most religions, cultists tend to have various hierarchies amongst their ranks. For each level within a cult, each member is granted a specific aspect of power from their respective patron.

CULTIST ACOLYTE

Acolytes are the lowest rank of any cult. These individuals typically serve as initiates, whose primary goal is to earn favor to ascend the ranks. They also serve as foot soldiers for mundane tasks such as recruiting other members or spreading their patron's influence through violence or fear.

CULTIST FANATICS

Fanatics are known for their extreme zeal towards their patron. These cultists are willing to do anything for the cause, even if it means certain death. In fact, their extreme zeal allows them to channel their patron's magic to replenish their own arcane reserves or to unleash it a zealous outburst. In many extreme cases, fanatics have been known to sacrifice their victims in the name of the deity to grant themselves a surge of power.

CULTIST EXECUTIONER

The primary role of executioners is to eliminate any threats to their patron's cause. Once their patron demands the life of a creature, executioners will stop at nothing to ensure the imminent demise of that creature. Cultist executioners have been known to leader small groups of fanatics or acolytes to take down such threats. However, they have been known to also serve as the personal guard to higher ranking cultists or emissaries of their patron itself.

CULTIST INVOKER

Invokers are higher ranking cultists that have received a greater aspect of their patron's power for their service. Invokers have the special ability to temporarily take the form of their respective deity, which grants them tremendous strength, endurance, and power for the duration. Although this power is often granted through painful rituals or challenging trials, such a gift is a tremendous boon to those who receive it.

CULTIST SUMMONER

Whereas invokers can take the form of their patron, summoners can tap into the will of their patron to summon forth loyal minions. In many cases, summoners have been granted the ability to access their patron's plane of existence to call forth otherworldly creatures completely loyal to their cause.

CULTIST HERALD

Heralds have been granted a special connection to their patron and have been granted a form of otherworldly divination. They are able to harness this power to inflict curse on those who dare oppose the will of their masters.

CULT HAND

Cult hands serve as lieutenants or secondary leaders of a cult. For example, a cult hand may reside over a cult faction in a specific city, ultimately answering to a cult leader who is in charge of an order that spans entire continents. Other times, cult hands may serve as aids or advisors to emissaries of their Patron. For example, a pit fiend or deva may have several hands that always accompany them whenever they travel beyond their domains.

CULT LEADERS

Cult leaders are at the very top of their order's hierarchy. In many cases, cult leaders serve as the direct link between their followers and their patron. In many cases, these leaders have been granted tremendous power from their masters and are granted powerful boons for their service. In some instances, cult leaders seek to use their influence over their cult as a means for their own ascension and may even try to challenge their master with their newfound power.

CULT TYPES

Cults can take many forms and have different goals, each reflecting the specific type of entity that they serve.

INFERNAL CULTISTS

Infernal cults have pledged themselves to devils of the lower planes. Members of these orders often join by pledging their souls in exchange for power. Others may have fallen to the corruption against fighting the demonic hordes, seeing it as the only alternative to truly defeat their monstrous foes. Their ultimate goal is to bind more mortal souls to the Nine Hells to finally bring an end to the demonic hordes and eventually the Upper Planes.

ABYSSAL CULTISTS

Cultists of the abyss only have one goal, which is to annihilate all life. In many circumstances, many abyssal cultists do not know the true nature of their patron, as very few creatures would favor the goals of most demons. However, once one has pledged their power to such demons, they are bound to their master's will lest they be torn to pieces by the demonic hordes of their patrons.

FEY CULTISTS

Occasionally, powerful Fey venture to the Material Plane, masquerading as gods amongst mortals. Some merely create cults out of sheer amusement or boredom, while others may have sought to establish of dominion of their own, especially if they were ousted from the ruling courts of the Feywild.

DRAGON CULTISTS

Dragon cultists tend to be quite common, especially with the presence of a prominent adult or ancient dragon. Whether out of fear or seeking the dragon's favor, many mortal pledge allegiance to their creatures and often are presented an aspect of the dragon's power in exchange.

GREAT OLD ONE CULTISTS

Very few willingly seek out entities from the Far Realm. Often through the misguided or unintentional goal of finding ancient or powerful knowledge does one come across an entity from the Far Realm. However, such an encounter warps and corrupts the mind of the individual, twisting their thoughts to further that of their patron.

Warlocks of these cultists seek to share the "knowledge" with the others and claim that only those who resist the will of the beyond views this as madness.

DIVINE CULTISTS

Whereas as most Celestial entities enact their will through clerics who channel the divine power, some seek to have a more direct conduit to impose their will on the world. Divine cultists are granted a spark of divinity itself, and in many cases are viewed akin to demigods among mortals.

UNDYING CULTISTS

These cultists have pledged themselves to a powerful undead, whether it be an archwraith or an archlich. Such entities promise immortality in exchange for the souls of the living. Others promise the power to raise loved ones of for the dead, but do not reveal the true cost until it is too late.

VAMPIRIC CULTISTS

Powerful vampires have been known to grant their loyal thralls a portion of their vampiric powers. In many circumstances, some vampires do not seek to immediately give the gift of true vampirism to their subjects unless they have fully proven themselves. Instead, they offer them a chance to prove their worth by granting them a portion of their power. These cultists often serve as enforcers for the vampire, especially during the day, and are known to round up members of the population to serve as food or sacrifices for their masters.

ANIMA CULTIST

Anima cultists have pledged themselves to a powerful dryad, treant, or other nature-based entity. Although, they do not possess an innate connection to nature like druids, they will fiercely defend the balance of nature or in some cases, they seek to expand its reach, even to the extent of threatening civilization itself.

THALASSIC CULTIST

Thalassic cultists have pledged themselves to a powerful entity of the sea or the Elemental Plane of water such as a Kraken, Aboleth, Dragon Turtle, or Water Elemental. Some of these cultists serve as direct agents of their entities, demanding tribute for their patron in exchange for safe passage of vessels through otherwise treacherous waters. Others seek to preserve the balance of the seas and the domain of the patron.

MAGITECH CULTIST

Thanks to the advances of magic and technology, some constructs have attained nearly god-like abilities and awareness. Members of these orders believe that various forms of magitech are the true means of evolution and ascensions. Others have encountered Primus and his will for a universal order and seek to bring to establish order on each of the planes.

TEMPEST CULTIST

Tempest cults have pledged themselves to powerful entities from the Plane of Air. They have been granted mastery of lightning and the wind, and in some cases the ability to conjure portals to the Plane of Air itself.

ETERNAL FLAME CULTIST

Cultists of the eternal flame pledge their allegiance to powerful creatures from the Elemental Plane of Fire. Although their patrons typically take the form of a powerful phoenix or elemental genie, some flame cultists have been known to pledge themselves to creatures with a powerful connection to fire, such as Fire Dragons or even incredibly powerful Fire Giants.

EARTHBREAKER CULTIST

Earthbreaker cultists derive their power from creatures that call the Elemental Plane of Earth their home. Members of this order have been granted the ability to shape the earth itself and seek to further the will of the primordial forces that gave them their power.

ASCENDANT CULTIST

Ascendant cultists are a somewhat rare order, as they claim no allegiance to a specific patron. Instead, they acquire their abilities from a font of power from a group of powerful mages. Such organizations can take many forms. For example, an ascendant cult could be an order of individuals chosen to be imbued with this collective power to serve their nations. Others could be an order specifically dedicated to battle supernatural entities, stealing their power and calling it their own. Regardless of their methods, ascendant cultists are defined by their ability to grant themselves incredible power by means other than a willing patron.



CULTIST ACOLYTE

Medium Humanoid, *Varies*

Armor Class 12 (Mage Robes)

Hit Points 26 (4d8+8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10(+0)	14 (+2)	14 (+2)

Saving Throws Wis +4, Cha +4

Skills Arcana +4, Deception +4, Religion +4, Persuasion +4

Senses passive Perception 14

Languages Common and one language of choice

Challenge 1 (200 xp) **Proficiency Bonus** +2

Magical Attacks The cultist acolyte's attacks count as magical for the purpose of overcoming resistance

Otherworldly Pact The cultist acolyte's spells are automatically cast at its highest available spell slot

Supernatural Devotion The cultist acolyte has advantage on saving throws against being charmed or frightened

Zealous Fervor When the cultist acolyte starts its turn within 10ft. of another cultist that it can see or hear within range, the cultist acolyte has advantage on attack rolls until the start of its next turn.

SPELLCASTING

The cultist acolyte is an 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks).

Cantrips *Eldritch Blast*(see below), *Thaumaturgy*, *Guidance*

2nd Level Spells(2 slots) *Hex*, *Dissonant Whispers*, *False Life*,

Actions

Pact Blade. *Melee Weapon Attack:* +4 to hit, 5ft., one target. *Hit:* 7 (1d8+2) piercing damage

Eldritch Blast. *Ranged Spell Attack:* +4 to hit, 150ft., one target. *Hit:* 8 (1d10+2) force damage.

Devotion's Favor(1/short or long rest) The cultist acolyte can recover all expended spell slots

CULTIST FANATIC

Medium Humanoid, *Varies*

Armor Class 14 (Mage Robes)

Hit Points 39 (6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10(+0)	14 (+2)	14 (+2)

Saving Throws Wis +4, Cha +4

Skills Arcana +4, Deception +4, Religion +4, Persuasion +4

Senses passive Perception 14

Languages Common and one language of choice

Challenge 2 (450 xp) **Proficiency Bonus** +2

Magical Attacks The cultist fanatic's attacks count as magical for the purpose of overcoming resistance

Otherworldly Pact The cultist fanatic's spells are automatically cast at its highest available spell slot

Supernatural Devotion The cultist fanatic has advantage on saving throws against being charmed or frightened

Sacrificial Offering When the cultist fanatic kills a creature, they regains one expended spell slot.

Zealous Strikes When the cultist fanatic starts its turn within 10ft. of another cultist that it can see or hear within range, the cultist fanatic can make one additional Pact Blade or Eldritch Blast attack as part of its action.

SPELLCASTING

The cultist acolyte is an 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks).

Cantrips *Eldritch Blast*(see below), *Thaumaturgy*, *Guidance*

2nd Level Spells(2 slots) *Hex*, *False Life*, *Shadow Blade*

Actions

Pact Blade. *Melee Weapon Attack:* +4 to hit, 5ft., one target. *Hit:* 7 (1d8+2) piercing damage

Eldritch Blast. *Ranged Spell Attack:* +4 to hit, 150ft., one target. *Hit:* 8 (1d10+2) force damage. This attack is considered to be a cantrip.

Devotion's Favor(1/short or long rest) The cultist fanatic can recover all expended spell slots

Bonus Actions

Zealous Frenzy The cultist fanatic can expend a spell slot to deal an additional 7(2d6) force damage on each of its attacks until the start of its next turn.

Reactions

Zealous Spree When the cultist fanatic reduces a creature to 0 hitpoints, it can use its reaction to move up to half its movement speed and make a Pact Blade or Eldritch Blast attack against a target in range.



CULTIST EXECUTIONER

Medium Humanoid, Varies

Armor Class 15 (Mage Robes)

Hit Points 45 (6d8+18)

Speed 30ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 14 (+2) 16 (+3) 10(+0) 14 (+2) 17 (+3)

Saving Throws Wis +4, Cha +5

Skills Arcana +4, Deception +4, Religion +4, Persuasion +4

Senses passive Perception 14

Languages Common and one language of choice

Proficiency Bonus +2

Challenge 3 (700 xp)

Magical Attacks The cultist executioner's attacks count as magical for the purpose of overcoming resistance

Otherworldly Pact The cultist executioner's spells are automatically cast at its highest available spell slot

Supernatural Devotion The cultist executioner has advantage on saving throws against being charmed or frightened

Zealous Empowerment When the cultist executioner deals a critical hit, they can triple the damage die instead of doubling it.

Zealous Blessing (Recharge 5-6) At the start of each of its turns, the cultist executioner can add an additional damage die to its Pact Blade or Eldritch Blast until the end of its next turn.

SPELLCASTING

The cultist executioner is an 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Cantrips *Eldritch Blast*(see below), *Thaumaturgy*, *Guidance*

3rd Level Spells(2 slots) *Hex*, *Spirit Shroud*, *Spiritual Weapon*

Actions

Multiattack The cultist executioner can make two attacks with its Pact Blade

Pact Blade. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 5 (1d10+3) slashing damage

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, 150ft., one target. *Hit:* 8 (1d10+3) force damage. This attack hits twice against the same or separate targets. This attack is considered to be a cantrip

Devotion's Favor(1/short or long rest) The cultist executioner can recover all expended spell slots

Bonus Action

Zealous Mark One creature the cultist executioner can see within 30ft is marked for death. Until the cultist executioner uses this ability again on another creature, it can make an additional attack with its Pact Blade or Eldritch Blast whenever it takes the Attack action



CULTIST INVOKER

Medium Humanoid, Varies

Armor Class 16 (Mage Armor)

Hit Points 60 (8d8+24)

Speed 30ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 14 (+2) 16 (+3) 10(+0) 14 (+2) 19 (+4)

Saving Throws Wis +5, Cha +7

Skills Arcana +6, Deception +7, Religion +6, Perception +5, Persuasion +7

Senses passive Perception 15

Languages Common and one language of choice

Proficiency Bonus +3

Challenge 8(3900 xp)

Magical Attacks The cultist invoker's attacks count as magical for the purpose of overcoming resistance

Otherworldly Pact The cultist invoker's spells are automatically cast at its highest available spell slot.

Supernatural Devotion The cultist invoker has advantage on saving throws against being charmed or frightened

Frightful Presence When the cultist invoker enters into their Avatar form, creatures within 30ft. that can see or hear them must succeed a DC 15 Wisdom saving throw or become frightened for one minute.

Creatures can repeat its saving throw at the end of each of its turns to end the effect on a successful saving throw.

Undying Champion (1/long rest) When the cultist invoker is reduced to 0 hitpoints, it drops to 1 hitpoint and can use its Patron's Avatar feature for one minute.

SPELLCASTING

The cultist invoker is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Cantrips Eldritch Blast(see below), *Thaumaturgy*, *Guidance*

3rd Level Spells(4 slots) *Hex*, *Spiritual Guardians*, *Find Familiar*, *Guardian of Faith*

Actions

Eldritch Blast. *Ranged Spell Attack:* +7 to hit, 150ft., one target. *Hit:* 10 (1d10+4) force damage. This attack hits twice against the same or separate targets. This attack is considered to be a cantrip

Devotion's Favor(1/short or long rest) The cultist invoker can recover all expended spell slots

Patron's Avatar(1/day) The cultist invoker can take the form of a its patron taking on a form appropriate for its deity. While in this state, the cultist invoker gains 33(6d10) temporary hitpoints.

While these temporary hitpoints are active, the cultist invoker's AC increases by 3 and it has resistance to non-magical bludgeoning, piercing, and slashing damage and one additional damage type of its choice(as appropriate for its Patron).

This state lasts for up to 1 hour or until the cultist invoker loses its temporary hitpoints

Bonus Actions

Patron's Agility(Avatar Form Only) The cultist invoker can use its bonus action to Dash

Reactions

Avatar's Fury(Avatar Form Only) When the cultist invoker takes damage, it can use its reaction to make an attack against that creature using its Pact Blade or Eldritch Blast



CULTIST SUMMONER

Medium Humanoid, *Varies*

Armor Class 16 (Mage Armor)

Hit Points 60 (8d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	19 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +6, Deception +7, Religion +6, Perception +5, Persuasion +7

Senses passive Perception 15

Languages Common and one language of choice

Proficiency Bonus +3

Challenge 6 (2300 xp)

Magical Attacks The cultist summoner's attacks count as magical for the purpose of overcoming resistance

Otherworldly Pact The cultist summoner's spells are automatically cast at its highest available spell slot.

Supernatural Devotion The cultist summoner has advantage on saving throws against being charmed or frightened

Supernatural Aid The cultist summoner cannot lose concentration on a spell effect to summon a creature by taking damage.

Summoner's Vengeance (1/long rest) When the cultist summoner is reduced to 0 hitpoints, a CR 3 creature (either an Aberration, Celestial, Draconic, Elemental, Fey, Fiend, Undead or other creature appropriate for the cultist) appears in the nearest unoccupied space. This creature lasts for 1 minute and is considered an ally to the cultist and its allies and acts on the cultist's initiative.

SPELLCASTING

The cultist summoner is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Cantrips *Eldritch Blast* (see below), *Thaumaturgy*, *Guidance*

3rd Level Spells (3 slots) *Hex*, *Spiritual Guardians*, *Find Familiar*, *Guardian of Faith*

Actions

Eldritch Blast. *Ranged Spell Attack:* +7 to hit, 150ft., one target. *Hit:* 10 (1d10+4) force damage. This attack hits twice against the same or separate targets. This attack is considered to be a cantrip

Devotion's Favor (1/short or long rest) The cultist summoner can recover all expended spell slots

Call from the Beyond (Recharge 5-6) The cultist summoner can summon a CR 3 creature (either an Aberration, Celestial, Draconic, Elemental, Fey, Fiend, Undead or other creature appropriate for the cultist) appears in an unoccupied space within 30ft. This creature lasts for one hour, until it is dismissed, if it is reduced to 0 hitpoints, or if the cultist summoner uses this ability again. This creature is considered an ally to the cultist and its allies and acts on the cultist's initiative

Bonus Actions

Summoner's Fury The cultist summoner can use its bonus action to command a creature summoned by it to move up to half its movement speed and make an make a single attack against a creature of the cultist summoner's choice within range.

Reactions

Summoner's Protection When the cultist summoner takes damage, it can use its reaction to command a creature summoned by it to make a weapon attack against the attacker if it is in range.



CULTIST HERALD

Medium Humanoid, *Varies*

Armor Class 16(Mage Armor)
Hit Points 60 (8d8+24)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10(+0)	14 (+2)	19 (+4)

Saving Throws Wis +5, Cha +7

Skills Arcana +6, Deception +7, Religion +6, Perception +5, Persuasion +7

Senses passive Perception 15

Languages Common and one language of choice

Proficiency Bonus +3

Challenge 5(1800 xp)

Doom Sight When a creature under the effects of *Omen* targets the cultist herald with an attack or forces it to make a saving throw against an effect that targets only the herald, that creature must first roll a d6. Upon rolling a 5-6, the attack automatically misses or the effect fails against the herald.

Herald Curse When the cultist herald is reduced to 0 hitpoints, the creature that reduced it to 0 hitpoints must succeed a DC 16 Charisma saving throw or fall under the effects of *Omen*. These effects last indefinitely until *Remove Curse* or a similar effect is used on that creature.

Magical Attacks The cultist herald's attacks count as magical for the purpose of overcoming resistance

Otherworldly Pact The cultist herald's spells are automatically cast at its highest available spell slot.

Omen Creatures inflicted with omen must subtract 4(1d6) from any attack rolls, ability checks, or saving throws, it makes for the duration. Creatures under the effects of *Omen* also take an additional 4(1d6) damage each time it takes damage.

This condition does not stack on top of itself. For example, once a creature suffers from *Omen*, acquiring this condition again does not increase the penalties acquired.

Supernatural Devotion The cultist herald has advantage on saving throws against being charmed or frightened

Supernatural Curse The cultist herald cannot lose concentration on *Hex* or *Bestow Curse* from taking damage.

SPELLCASTING

The cultist herald is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Cantrips *Eldritch Blast*(see below), *Thaumaturgy*, *Guidance*

3rd Level Spells(3 slots) *Bane*, *Dissonant Whispers*, *Fear*, *Hex*, *Bestow Curse*

Actions

Eldritch Blast. *Ranged Spell Attack:* +7 to hit, 150ft., one target. *Hit:* 10 (1d10+4) force damage. This attack hits twice against the same or separate targets. This attack is considered to be a cantrip

Devotion's Favor(1/short or long rest) The cultist herald can recover all expended spell slots

Doomsday(Recharge 5-6) All creatures afflicted with *Omen* within 30ft. of the cultist herald that it can see or hear must succeed a DC 16 Charisma saving throw. On a failed saving throw, creatures take 33 (6d10) force damage and half as much on a successful saving throw. On a successful saving throw, creatures take half damage.

Creatures reduced to 0 hitpoints by this attack are immediately killed

Bonus Actions

Patron's Omen One creature that the cultist can see within 30ft. of it must succeed a DC 15 Charisma saving throw. On a failed saving throw, creatures all under the effect of omen for 1 minute. On a successful saving throw, creatures are immune to this effect for the next 24 hours.



CULTIST HAND

Medium Humanoid, Varies

Armor Class 18 (Mage Armor)

Hit Points 90 (12d8+36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	16 (+3)	16 (+3)	16(+3)	14 (+2)	20 (+5)
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Saving Throws Wis +6, Cha +9

Skills Arcana +7, Deception +9, Religion +7, Perception +6, Persuasion +9

Senses passive Perception 16

Languages Common and one language of choice

Proficiency Bonus +4

Challenge 9(5000 xp)

Legendary Resistance(1/day) Upon failing a saving throw, the cultist hand can choose to succeed instead. Upon using this feature, it regains one expended spell slot.

Otherworldly Favor Once on each of its turns, the cultist hand can add a d8 to an attack roll, ability check, saving throw, or damage roll of its choice

Magical Attacks The cultist hand's attacks count as magical for the purpose of overcoming resistance

Magical Resistance The cultist hand has advantage on saving throws against spells and magical effects.

Otherworldly Pact The cultist hand's spells are automatically cast at its highest available spell slot.

Supernatural Devotion The cultist hand has advantage on saving throws against being charmed or frightened

SPELLCASTING

The cultist hand is an 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

Cantrips *Eldritch Blast(see below), Thaumaturgy, Guidance*

5th Level Spells(3 slots) *Hex, Planar Binding, Counterspell, Dispel Magic , Dimension Door, Spirit Guardians*

Actions

Multiattack The cultist hand can make two attacks with its Pact Blade

Pact Blade. *Ranged Spell Attack:* +9 to hit, 5ft., one target. *Hit:* 10 (1d10+5) slashing damage + 5(1d8) force damage.

Eldritch Blast. *Ranged Spell Attack:* +9 to hit, 300ft., one target. *Hit:* 11 (1d10+5) force damage. This attack hits three times against the same or separate targets. This attack is considered to be a cantrip

PATRON'S BESTOWAL (RECHARGE 5-6)

When available, the cultist hand can use one of the following abilities as an action

Devotion's Favor(Recharge 5-6) The cultist hand can recover all expended spell slots

Mystic Arcanaum(Recharge 5-6) The cultist hand can cast a spell of its choice at 6th level from their patron class list without expending a spell slot.

Bonus Actions

Divine Command The cultist hand can use its bonus action to command one of its allies within range to use its reaction to move up to half its movement speed and to make an attack against a creature within range.

Eldritch Storm(Recharge 5-6) When the cultist hand can use its bonus action use its Eldritch Blast attack.



CULT LEADER

Medium Humanoid, *Varies*

Armor Class 19 (Mage Armor)

Hit Points 150 (20d8+60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	18(+4)	18 (+4)	22 (+6)

Saving Throws Wis +9, Cha +11

Skills Arcana +9, Deception +11, Religion +9, Perception +9, Persuasion +11

Senses passive Perception 19

Languages Common and one language of choice

Proficiency Bonus +5

Challenge 15(13000 xp)

Otherworldly Favor Once on each of its turns, the cultist leader can add a d8 to an attack roll, ability check, saving throw, or damage roll of its choice

Magical Attacks The cult leader's attacks count as magical for the purpose of overcoming resistance

Magical Resistance The cult leader has advantage on saving throws against spells and magical effects.

Legendary Action(3/day) Upon failing a saving throw, the cult leader can choose to succeed. Upon using this feature, it regains one expended spell slot.

Otherworldly Pact The cult leader's spells are automatically cast at its highest available spell slot

Supernatural Devotion The cult leader has advantage on saving throws against being charmed or frightened

SPELLCASTING

The cult leader is an 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks).

Cantrips *Eldritch Blast(see below), Thaumaturgy, Guidance*

5th Level Spells(5 slots) *Hex, Planar Binding, Counterspell, Dispel Magic, Dimension Door, Spirit Guardians*

Actions

Multiattack The cult leader can cast make three attacks with its Pact Blade

Pact Blade. *Ranged Spell Attack:* +11 to hit, 5ft., one target. *Hit:* 12 (1d10+6) slashing damage + 9(2d8) force damage.

Eldritch Blast. *Ranged Spell Attack:* +11 to hit, 300ft., one target. *Hit:* 12 (1d10+6) force damage. This attack hits four times against the same or separate targets. This attack is considered to be a cantrip

PATRON'S BESTOWAL (RECHARGE 5-6)

When available, the cultist had can use one of the following abilities as an action

Devotion's Favor(Recharge 5-6) The cult leader can recover all expended spell slots

Mystic Arcanum(Recharge 5-6) The cultist leader can cast a spell of its choice from its Mystic Arcanum at 9th level from their patron class list without expending a spell slot.

Bonus Actions

Divine Command The cult leader can use its bonus action to command one of its allies within range to use its reaction to move up to half its movement speed and to make an attack against a creature within range.

Eldritch Storm(Recharge 5-6) The cult leader can use its bonus action use its Eldritch Blast attack.

Legendary Actions(3/turn)

The cult leader can take three legendary actions on its turn. It can only use one legendary action on a turn and must use it at the end of a creature's turn. The cult leader regains all expended legendary action at the start of each of its turn.

Movement(1 action) The cult leader can move up to its half its movement speed without provoking attacks of opportunity

Command Cultist(2 actions) The cult leader can command an ally that it can see within range to make an attack against a creature that they can see in range using its reaction

Spell(2 actions) The cult leader can cast a spell of 5th level or lower

Patron's Resilience(3 actions) The cult leader can end a status condition or spell effect on themself as an action.

Infernal Cultist

- **Languages** Infernal
- **Senses** Darkvision 120ft.
- **Challenge Rating** Increases by 1

Devil Sight The cultist's vision is not obscured by magical darkness

Hellfire Whenever the cultist deals force damage, it deals fire damage instead.

SPELLCASTING

The cultist has the following spells prepared

1st Level Spells *Burning Hands*

2nd Level Spells *Scorching Ray, Darkness*

3rd Level Spells *Fireball, Conjure Lesser Demons*

4th Level Spells *Wall of Fire, Conjure Greater Demon*

5th Level Spells *Immolate, Infernal Calling*

Mystic Arcanaum *Otherworldly Form, Summon Fiend, Firestorm*

Actions

Fiendish Blast When the cultist uses Eldritch Blast, one creature within 5ft. of the target takes 6 (1d10) fire damage

Fiendish Pact Blade When the cultist makes an attack with its Pact Blade, the target takes 6(1d10) fire damage at the end of the cultist's next turn.

Patron Bestowal Option: Hellish Torment(Recharge 5-6) One creature within 60ft. of the cultist takes fire damage equal to a number of d10s equal to twice the cultist's proficiency bonus as it is hurled through the Nine Hells. At the end of its turn, the creature returns to its space.

Reactions

Infernal Wrath When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Dexterity saving throw against the cultist's spell save DC. On a failed saving throw, it take fire damage equal to a number of d10s equal to the cultist's proficiency bonus.

Abyssal Cultist

- **Languages** Infernal
- **Senses** Darkvision 120ft.
- **Challenge Rating** Increases by 1

Devil Sight The cultist's vision is not obscured by magical darkness

Abyssal Fumes Whenever the cultist deals force damage, it deals poison damage instead.

Abyssal Shroud Creatures of the cultist's choice that first enters or starts its turn within 5ft. of it takes 5(1d8) poison damage.

SPELLCASTING

The cultist has the following spells prepared

1st Level Spells *Ray of Sickness*

2nd Level Spells *Ray of Enfeeblement, Darkness*

3rd Level Spells *Stinking Cloud, Conjure Lesser Demons*

4th Level Spells *Vitreolic Sphere, Conjure Greater Demon*

5th Level Spells *Cloudkill, Infernal Calling*

Mystic Arcanaum *Otherworldly Form, Summon Fiend, Maddening Darkness*

Actions

Abyssal Blast When the cultist uses Eldritch Blast, the target must succeed a Constitution saving throw against the cultist's spell save DC or become poisoned until the end of its next turn

Abyssal Pact Blade When the cultist makes an attack with its Pact Blade, the target must succeed a Constitution saving throw against the cultist's spell save DC or become poisoned at the end of the cultist's next turn.

Patron Bestowal Option: Abyssal Terror(Recharge 5-6) Creatures of the cultist's choice within 30ft. of it must succeed a Constitution saving throw. On a failed saving throw, that creature is frightened for one minute. Creatures frightened in this manner are considered paralyzed. Creatures can repeat its saving throw at the end of its turn to end the effect on a successful saving throw.

Reactions

Abyssal Rot When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Constitution saving throw against the cultist's spell save DC. On a failed saving throw, it take poison damage equal to a number of d6s equal to the cultist's proficiency bonus and are poisoned until the end of its next turn.

Fey Cultist

- **Languages** Sylvan
- **Challenge Rating** Increases by 1

Fey Resilience The cultist has advantage on saving throws against being charmed or frightened

Fey Touched Whenever the cultist deals force damage, it deals psychic damage instead.

SPELLCASTING

The cultist has the following spells prepared

Cantrips *Friends, Dancing Lights*

1st Level Spells *Faerie Fire, Charm Person, Sleep*

2nd Level Spells *Suggestion, Phantasmal Force, Invisibility*

3rd Level Spells *Summon Fey, Hypnotic Pattern, Fast Friends*

4th Level Spells *Greater Invisibility, Polymorph*

5th Level Spells *Dominate Person*

Mystic Arcanum *Otherworldly Form, Prismatic Spray*

Actions

Faerie Blast When the cultist uses Eldritch Blast, the target must succeed a Wisdom saving throw equal to the cultist's spell save DC or suffer disadvantage on attack rolls until the end of its next turn.

Fey Pact Blade When the cultist makes an attack with its Pact Blade, the target must succeed a Wisdom saving throw equal to the cultist's spell save DC or suffer disadvantage on attack rolls until the end of its next turn.

Patron Bestowal Option: Fey Delirium(Recharge 5-6) On creatures of the Fey Cultist's choice must succeed a Wisdom saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes psychic damage equal to a number of d8s equal to twice the cultist's proficiency bonus and are charmed or frightened(its choice) by the cultist for one minute.

While charmed or frightened in this manner, the target can only see itself, the cultists, and an imagine illusion of the cultist's choice. At the end of each of its turns, the creature can repeat its saving throw to end the effect on a success.

Bonus Actions

Fey Blink The cultist can teleport 30ft. to a spot its can see within range.

Reaction

Vanish When the cultist is targeted with an attack or forced to make a saving throw, it can turn invisible until the end of their next turn

Dragon Cultist

- **Armor Class** Increases by 3
- **Languages** Draconic
- **Damage Resistances** choose one of the following: acid, cold, fire, lightning, or poison
- **Challenge Rating** Increases by 1

Draconic Magic When the cultist deals damage with its spells, it can ignore resistance and treat immunity as resistance. Additionally, creatures cannot benefit from advantage on saving throws against its spell effects.

Dragon's Blessing Whenever the cultist deals force damage, it deals one of the following damage types instead: acid, cold, fire, lightning, or poison.

SPELLCASTING

The cultist has the following spells prepared

1st Level Spells *Absorb Elements, Burning Hands, Frost Fingers*

2nd Level Spells *Binding Frost, Dragon's Breath*

3rd Level Spells *Fly, Protection from Energy, Fear*

4th Level Spells *Elemental Bane*

5th Level Spells *Summon, Draconic Spirit*

Mystic Arcanum *Otherworldly Form, Illusory Dragon*

Actions

Patron Bestowal Option: Dragon's Roar(Recharge 5-6) Creatures within a 20ft. cone from the cultist must succeed a Dexterity saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes damage equal to a number of d8s equal to twice the cultist's proficiency bonus and frightened by the cultist for one minute. The damage corresponds to the element from the cultist's Dragon's Blessing. On a successful saving throw, creatures take half damage and are not frightened.

At the end of each of its turns, the creature can repeat its saving throw to end the effect on a success.

Reactions

Dragon's Menace When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Dexterity saving throw against the cultist's spell save DC. On a failed saving throw, it take damage equal to a number of d8s equal to the cultist's proficiency bonus and is frightened until the end of its next turn. The damage taken corresponds to the cultist's Dragon's Blessing



Great Old One Cultist

- **Languages** Deep Speech, Telepathy 60ft.
- **Challenge Rating** Increases by 1

Aberrant Gift Whenever the cultist deals force damage, it deals psychic damage instead.

Aberrant Mind The cultist has advantage on saving throws against being charmed or frightened

Eldritch Warding Whenever the cultist succeeds a saving throw against an effect that charms or frightens it and the effect only targets the cultist, it can force the attacker to make a Wisdom saving throw against its spell save DC. On a failed saving throw, the attacker is charmed or frightened by the cultist for the duration

Psionic Reflection Whenever the cultist takes psychic damage, it takes none and redirects it at the attacker.

SPELLCASTING

The cultist has the following spells prepared

Cantrips *Vicious Mockery*

1st Level Spells *Arms of Hadar, Charm Person*

2nd Level Spells *Crown of Madness Hold Person*

3rd Level Spells *Summon Aberration, Pulse Wave*

4th Level Spells *Phantasmal Killer*

5th Level Spells *Dominate Person, Synaptic Static, Telekinesis*

Mystic Arcanaum *Otherworldly Form, Maddening Darkness, Feeblemind*

Actions

Aberrant Blast When the cultist uses Eldritch Blast, it can add an additional damage die against a creature that is charmed, frightened, or stunned

Aberrant Pact Blade When the cultist makes an attack with its Pact Blade, it can add an additional damage die against a creature that is charmed, frightened, or stunned

Patron Bestowal Option: Enthrall(Recharge 5-6) On creatures of the Fey Cultist's choice must succeed a Wisdom saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes psychic damage equal to a number of d8s equal to twice the cultist's proficiency bonus and its Intelligence score is reduced by 4 (1d6). On a successful saving throw, creatures take half damage and are otherwise unaffected

If this effect reduces Intelligence score to 0, the creature falls completely under the cultist's control and acts as its ally. It remains under the cultist's control until its Intelligence score is restored using *Greater Restoration* or a similar effect.

Reaction

Psionic Punishment When the cultist takes damage from a creature within 30ft. of it, the attacker must succeed a Wisdom saving throw against the cultist's spell save DC. On a failed saving throw, creatures take damage psychic damage equal to the damage the cultist takes and is stunned until the end of its next turn. On a successful saving throw, creatures take half damage and are otherwise unaffected.



Divine Cultist

- **Languages** Celestial
- **Challenge Rating** Increases by 1

Divine Magic Whenever the cultist deals force damage, it deals radiant damage instead

Divine Rebirth(1/long rest) Whenever the cultist is reduced to 0 hitpoints, it drop to 1 hitpoint instead. Creatures within 10ft. of the cultist must succeed a Dexterity saving throw equal to the cultist's spell save DC.

On a failed saving throw, creatures take radiant damage equal to a number of d10s equal to the cultist's proficiency bonus. On a successful saving throw, creatures take half damage.

SPELLCASTING

The cultist has the following spells prepared

Cantrips *Sacred Flame*

1st Level Spells *Guiding Bolt, Cure Wounds, Cure Wounds*

2nd Level Spells *Ray of Enfeeblement*

3rd Level Spells *Mass Healing Word, Daylight*

4th Level Spells *Sickening Radiant*

5th Level Spells *Flame Strike, Holy Weapon, Summon Celestial*

Mystic Arcanaum *Sunbeam, Sunburst*

Actions

Divine Blast When the cultist uses Eldritch Blast, the target cannot benefit from being invisible or half or three-fourth's cover

Divine Pact Blade When the cultist makes an attack with its Pact Blade, the target cannot benefit from being invisible or half or three-fourth's cover

Patron Bestowal Option: Radiant Nova(Recharge 5-6) Creatures in a 20ft. radius around the cultist must succeed a Constitution saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes radiant damage equal to a number of d10s equal to twice the cultist's proficiency bonus and is blinded for one minute and half as much on a successful saving throw

At the end of each of its turns, creatures can repeat tis saving throw to end the effect on a successful saving throw.

Reactions

Divine Flare When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Constitution saving throw against the cultist's spell save DC. On a failed saving throw, it takes radiant damage equal to a number of d8s equal to the cultist's proficiency bonus and is blinded until the end of its next turn



Undying Cultist

- **Challenge Rating** Increases by 1

Death Magic Whenever the cultist deals force damage, it deals necrotic damage instead

Undying Gift Whenever the cultist is reduced to 0 hitpoints, it can make a Charisma saving throw with a DC equal to half the damage dealt (minimum 10). It cannot benefit from this feature if it takes radiant damage or if it is hit with a critical hit. On a successful saving throw, it regains 1 hitpoint instead.

SPELLCASTING

The cultist has the following spells prepared

Cantrips Toll the Dead

1st Level Spells Inflict Wounds

2nd Level Spells Ray of Enfeeblement

3rd Level Spells Animate Dead, Vampiric Touch, Summon Undead

4th Level Spells Blight

5th Level Spells Antilife Shell, Negative Energy Flood

Mystic Arcana Otherworldly Form, Create Undead, Finger of Death, Circle of Death

Actions

Deathly Blast When the cultist uses Eldritch Blast, the target cannot regain hitpoints until the end of its next turn..

Deathly Pact Blade When the cultist makes an attack with its Pact Blade, the target cannot regain hitpoints until the end of its next turn..

Patron Bestowal Option: Death's Touch(Recharge 5-6) One creature of the cultist's choice must succeed a Constitution saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes necrotic damage equal to a number of d8s equal to twice the cultist's proficiency bonus and its hitpoint maximum is reduced by the damage taken. On a successful saving throw, creatures take half damage and are otherwise unaffected.

If this attack reduces a creature to 0 hitpoints, the target instantly dies and returns to life as a zombie under the control of the cultist.

A creature's hitpoint maximum returns to normal after a long rest.

Reactions

Death's Lash When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Constitution saving throw against the cultist's spell save DC. On a failed saving throw, it takes necrotic damage equal to the damage taken and the target's hitpoint maximum is reduced by that amount as well. If a creature is reduced to 0 hitpoints, it instantly dies. A creature's hitpoint maximum can be restored by taking a long rest.

MAGIC
DASHING

Vampiric Cultist

- **Darkvision** 120ft.
- **Challenge Rating** Increases by 1

Vampire's Sight The cultist's vision is not obscured by magical darkness.

Vampiric Magic Whenever the cultist deals force damage, it deals necrotic damage instead

Blood Hunger The vampiric cultist has advantage on attack rolls against creatures below half its hitpoint maximum. Creatures below half its hitpoint maximum have disadvantage on saving throws against the cultist's spell effects

SPELLCASTING

The cultist has the following spells prepared

Cantrips *Toll the Dead*

1st Level Spells *Inflict Wounds*

2nd Level Spells *Ray of Enfeeblement, Darkness*

3rd Level Spells *Vampiric Touch, Summon Shadow*
Spawn, Fly

4th Level Spells *Blight, Shadow of Moil, Greater Invisibility*

5th Level Spells *Antilife Shell, Negative Energy Flood*

Mystic Arcanaum *Otherworldly Form, Harm, Circle of Death, Regenerate*

Actions

Vampiric Blast When the cultist uses Eldritch Blast, it regains a number of hitpoints equal to half the necrotic damage dealt

Vampiric Pact Blade When the cultist makes an attack with its Pact Blade, it regains a number of hitpoints equal to half the necrotic damage dealt

Patron Bestowal Option: Vampiric Siphon(Recharge 5-6) One creature of the cultist's choice must succeed a Constitution saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes necrotic damage equal to a number of d8s equal to twice the cultist's proficiency bonus and half as much on a success.

The cultist regains a number of hitpoints equal to half the necrotic damage dealt

Reactions

Vampiric Brand When the cultist takes damage from an attacker within 60ft. of it, the cultist takes half damage and the attacker takes the other half as necrotic damage.

Anima Cultist

- **Languages** Druidic
- **Challenge Rating** Increases by 1

Anima Font When the cultist casts a spell of 1st level or higher, it regains 1d8 hitpoints for each level above 1st that it is cast at

Anima Magic Whenever the cultist deals force damage, it deals its choice of poison or necrotic damage instead

SPELLCASTING

The cultist has the following spells prepared

Cantrips *Thornwhip, Druidcraft*

1st Level Spells *Entangle*

2nd Level Spells *Spike Growth*

3rd Level Spells *Plant Growth, Guardian of Nature*

4th Level Spells *Blight, Polymorph*

5th Level Spells *Awaken, Wrath of Nature, Tree Stride,*

Mystic Arcanaum *Transport Via Plants Regenerate, Wall of Thorns*

Actions

Anima Blast When the cultist uses Eldritch Blast, it regains a number of hitpoints equal to half the necrotic damage dealt

Anima Pact Blade When the cultist makes an attack with its Pact Blade, its reach increases by 5ft. On a hit, the target is pulled 10ft. towards the cultist

Patron Bestowal Option: Verdant

Overgrowth(Recharge 5-6) Creatures in a 20ft. radius around the cultist must succeed a Strength saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes bludgeoning damage equal to a number of d10s equal to twice the cultist's proficiency bonus and is restrained for one minute and half as much on a successful saving throw

At the end of each of its turns, creatures can repeat its saving throw to end the effect on a successful saving throw.

Reactions

Nature's Binding When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Strength saving throw against the cultist's spell save DC. On a failed saving throw, it takes piercing damage equal to a number of d8s equal to the cultist's proficiency bonus and is restrained until the end of its next turn

Thalassic Cultist

- **Languages** Aquan
- **Movement Speed** 30ft. swim
- **Challenge Rating** Increases by 1

Amphibious The cultist can breathe in air and in water

Thalassic Magic Whenever the cultist deals force damage, it deals its choice of acid or cold damage instead

SPELLCASTING

The cultist has the following spells prepared

Cantrips *Thorn whip, Shape Water*

1st Level Spells *Armor of Agathys, Arms of Hadar, Grease*

2nd Level Spells *Spike Growth, Spiritual Weapon*

3rd Level Spells *Tidal Wave, Waterbreathing, Wall of Water, Waterwalk Watery Sphere*

4th Level Spells *Control Water, Hunger of Hadar*

5th Level Spells *Bigby's Hand, Cone of Cold, Maelstrom*

Mystic Arcanaum *Tsunami*

Actions

Thalassic Blast When the cultist uses Eldritch Blast, the target is pulled 10ft. towards the cultist

Thalassic Pact Blade When the cultist makes an attack with its Pact Blade, its reach increases by 5ft. On a hit, the target is pulled 10ft. towards the cultist

Patron Bestowal Option: Lashing Tendrils(Recharge 5-6) Creatures in a 20ft. radius around the cultist must succeed a Strength saving throw equal to the cultist's spell save DC.

On a failed saving throw, the target takes acid or cold damage equal to a number of d10s equal to twice the cultist's proficiency bonus and is restrained for one minute and half as much on a successful saving throw

At the end of each of its turns, creatures can repeat its saving throw to end the effect on a successful saving throw.

Reactions

Binding Tendrils When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Strength saving throw against the cultist's spell save DC. On a failed saving throw, it takes acid or cold damage equal to a number of d8s equal to the cultist's proficiency bonus and is restrained until the end of its next turn

Magitech Cultist

- **Armor Class** Increases by 3
- **Challenge Rating** Increases by 1

Magitech Transmutation The cultist's attacks count as adamantine or silvered for the purposed of overcoming resistance

Siege Monster The cultist can deal double damage to buildings and objects

Magitech Optimization Whenever the cultist casts a spell of 1st level or higher, it gains a bonus to its Armor class equal to its Charisma modifier until the end of its next turn.

Spellcasting

The cultist has the following spells prepared

- **Cantrips** *Mage Hand, Minor Illusion, Dancing Lights*
- **1st Level Spells** *Absorb Elements, Magic Missile, Floating Disk*
- **2nd Level Spells** *Spiritual Weapon*
- **3rd Level Spells** *Lightning Bolt, Tiny Servant*
- **4th Level Spells** *Summon Construct, Fabricate, Resilient Sphere*
- **5th Level Spells** *Animate Object, Bigby's Hand, Creation*
- **Mystic Arcanaum** *Blade Barrier, Chain Lightning*

Actions

Patron Bestowal Option: Magitech Armor(Recharge 5-6) The cultist are creatures of its choice within 30ft. of it gains a number of temporary hitpoints equal to a number of d10s equal to twice the cultist's proficiency bonus.

While these temporary hitpoints are active, creatures gain resistance to one damage type of the cultist's choice

Reactions

Adaptive Armor When the cultist takes damage from an attacker, it can reduce the damage taken by a number of d10s equal to the cultist's proficiency bonus

Tempest Cultist

- **Languages** Auran
- **Challenge Rating** Increases by 1

Tempest Magic Whenever the cultist deals force damage, it deals its choice of lightning or thunder damage instead

Gale Force Whenever a target takes thunder damage from the tempest cultist, it must succeed a Strength saving throw against the cultist's spell save DC or be pushed back an additional 10ft.

Storm Surge Whenever a target takes lightning damage from the tempest cultist, it must succeed a Constitution saving throw against the cultist's spell save DC or it cannot take reactions until the end of its next turn

SPELLCASTING

The cultist has the following spells prepared

Cantrips *Thunderclap*

1st Level Spells *Thunderwave, Witchbolt*

2nd Level Spells *Dust Devil, Hold Person, Levitate, Wind Wall*

3rd Level Spells *Call Lightning, Lightning Bolt, Fly*

4th Level Spells *Storm Sphere*

5th Level Spells *Destruction Wave*

Mystic Arcanum *Chain Lightning, Control Weather, Whirlwind*

Actions

Patron Bestowal Option: Thunder Burst(Recharge 5-6)

Creatures in a 20ft. radius around a spot within 120ft. of the cultist must succeed a Constitution saving throw.

On a failed saving throw, the target takes lightning and thunder damage each equal to a number of d10s equal to the cultist's proficiency bonus and are pushed back 10ft, knocked prone, and deafened for one minute. On a successful saving throw, creatures take half damage and are otherwise unaffected

At the end of each of its turns, creatures can repeat tis saving throw to end the effect on a successful saving throw.

Reactions

Thunderous Shield When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Strength saving throw against the cultist's spell save DC. On a failed saving throw, it takes thunder damage equal to a number of d10s equal to the cultist's proficiency bonus and are pushed back 10ft and knocked prone.

Eternal Flame Cultist

- **Languages** Ignan
- **Challenge Rating** Increases by 1

Fiery Magic Whenever the cultist deals force damage, it deals its choice of fire damage instead

Living Flame Whenever a target takes fire damage from the Eternal Flame cultist, it is set ablaze. Creatures set ablaze take 6 (1d10) fire damage at the start of each of its turns. Creatures can use its action to put out the flames

Spellcasting

The cultist has the following spells prepared

- **Cantrips** *Create Bonfire, Produce Flames*
- **1st Level Spells** *Burning Hands*
- **2nd Level Spells** *Scorching Ray, Flame Blade, Heat Metal*
- **3rd Level Spells** *Fireball*
- **4th Level Spells** *Web of Fire*
- **5th Level Spells** *Immolation*
- **Mystic Arcanum** *Firestorm, Incendiary Cloud*

Actions

Patron Bestowal Option: Incineration(Recharge 5-6)

Creatures in a 30ft. cone must succeed a Dexterity saving throw equal to the cultist's spell save DC

On a failed saving throw, the target takes fire damage each equal to a number of d10s equal to twice the cultist's proficiency bonus and set ablaze. On a successful saving throw, creatures take half damage and are otherwise unaffected

Creatures set ablaze take 6 (1d10) fire damage at the start of each of its turns.

Creatures can use its action to put out the flames

Reactions

Blazing Vengeance When the cultist takes damage from an attacker within 60ft. of it, the attacker must succeed a Dexterity saving throw against the cultist's spell save DC. On a failed saving throw, it take fire damage equal to a number of d10s equal to the cultist's proficiency bonus.

Earthbreaker Cultist

- **Armor Class** Increases by 3
- **Languages** Terran
- **Challenge Rating** Increases by 1

Terran Magic The cultist deals double damage to buildings and objects

SPELLCASTING

The cultist has the following spells prepared

Cantrips *Mold Earth*

1st Level Spells *Earth Tremor*

2nd Level Spells *Spike Growth*

3rd Level Spells *Conjure Minor Elemental*

4th Level Spells *Stoneskin, Summon Elemental*

5th Level Spells *Summon Elemental, Wall of Stone, Meld into Earth*

Mystic Arcanaum *Blade Barrier, Earthquake*

Actions

Terran Blast When the cultist uses Eldritch Blast, the target must succeed a Strength saving throw against the cultist's spell save DC or be knocked prone.

Terran Pact Blade When the cultist makes an attack with its Pact Blade, the target must succeed a Strength saving throw against the cultist's spell save DC or be knocked prone.

Patron Bestowal Option: Earthbreaker(Recharge 5-6) Creatures in a 20ft. radius must succeed a Strength saving throw equal to the cultist's spell save DC

On a failed saving throw, the target takes bludgeoning damage each equal to a number of d12s equal to twice the cultist's proficiency bonus and are knocked prone. On a successful saving throw, creatures take half damage and are otherwise unaffected

Reactions

Earth Shield When the cultist takes damage from an attacker, they can reduce the damage take by a number of d10s equal to the cultist's proficiency bonus

Ascendant Cultist

- **Challenge Rating** Increases by 1

God Slayer The cultist's spell effects can ignore resistance on Aberrations, Celestials, Dragons, Elementals, Fey, and Fiends. Any immunities these creature possess counts as resistance instead.

Magic Resistance The cultist has advantage on saving throws against spells and magical effects

Occultic Empowerment Aberrations, Celestials, Dragons, Elementals, Fey, and Fiends have disadvantage on saving throws against the cultist's spell effects

SPELLCASTING

The cultist has the following spells prepared

1st Level Spells *Detect Evil and Good, Protection from Evil and Good*

2nd Level Spells *Spiritual Weapon*

3rd Level Spells *Counterspell, Dispel Magic, Fly*

4th Level Spells *Banishment, Dimension Door*

5th Level Spells *Circle of Power, Hold Monster, Dispel Evil and Good*

Mystic Arcanaum *Disintegrate, Globe of Invulnerability*

Actions

Ascendant Blast When the cultist uses Eldritch Blast, it can deal an additional 1d10 force damage on a hit against Aberrations, Celestials, Dragons, Elementals, Fey, and Fiends

Ascendant Pact Blade When the cultist makes an attack with its Pact Blade, it can deal an additional 1d8 force damage on a hit against Aberrations, Celestials, Dragons, Elementals, Fey, and Fiends

Patron Bestowal Option: Ascendant Spell(Recharge 5-6) When the cultist cast's a spell, they can deal full damage instead of rolling until the start of its next turn.

Reactions

Ascendant Wrath When the cultist takes damage from an attacker, it can force the attacker to make a Charisma saving throw equal to its spell save DC. On a failed saving throw, creatures suffer vulnerability to one damage type of the cultist's choice until the end of its next turn.

DRUID

Whereas wizards and sorcerers are masters of arcane magic and clerics are the masters of the divine, druids represent mastery over the primal forces of the multiverse. Druids are known for their deep connection with their surroundings that allows them to attune to the magical energy the binds all living things to the realm itself. Due to their primal connection, druids often safeguard the boundaries of their home plane from any extraplanar threats or incursions as well.

PRIMAL BOND

Because of their primal connection, druids are able to harness this energy in a much different manner than most other spellcasting. This bond allows many druids to physically alter their forms allowing them to take the form of beasts, elementals, and other powerful creatures. Others are able to even use their bond to call to the land itself summoning planar allies to come to their aid.

DRUID GOALS

When one typically thinks of a druid, they typically think of those who possess a natural connection to nature and the elements. Many druidic circles view themselves as emissaries between civilization and the various aspects of nature. These circles maintain this balance by communing with the creatures of the realms whether they be beasts, plants, elementals, or others. However, many druidic circles are not limited to primal domains. Some safeguard more esoteric domains such as realms such as the Lower Planes, the Feywild, or even the undead.

DRUIDIC MEMBERS

Druids can be easily identified by their mastery of primal magics. Depending on their experience, druids have a variety of different roles.

DRUID INITIATE

Druidic initiates have just begun our training with druidic magics. They have just begun to master the druidic arts. Interestingly enough, most druidic initiates are often found abroad than inside their in their groves. Many initiates set out into the world to gain a better understanding of the world itself as part of their druidic training.

MASTER DRUIDS

Master druids have fully completed their druidic training and serve as primal guardians safeguarding both nature and civilization. They have the ability to call upon nature itself to summon beasts, elementals, and other creatures while others are able to transform into these entities at will.

ARCHDRUIDS

Archdruids are the most powerful of all druids and typically are the founders of entire druid conclaves. Oftentimes, archdruids believe their duty is to safeguard the realm itself. Some have even been known to travel to other planes to maintain balance between both planes and prevent any planar incursions.

DRUID TYPES

There are a number of druid conclaves, each dedicated to a particular domain of nature.

BEAST DRUID

Beast druid shares a close connection to the beasts of the wild. Through their connection with the beasts of the wild, these druids use these beasts as their eyes and ears for their domains. Their connection to the wild not only allows them to communicate with these creatures, but allows the druid to alter their form at will, taking on various animalistic features. In times of need, they are even able to fully transform into the mightiest of beasts.

EARTH DRUID

Earth druids possess an elemental connection to the domain of earth. These druids practice a form of elemental magic that allows them to shape the terrain around them. Their mastery of the elements even allows them to even call forth or even transform into elementals themselves. These druids often work with other elemental conclaves to maintain balance between the Material Plane and Plane of Earth.

ELDRITCH DRUID

Very few know or understand the mysterious druids of the Eldritch Conclave. These druids have had made contact with the chaotic domain as the Far Realm. These druids have seen the maddening creatures from beyond the void and seek to prevent their spread to the Material Plane. Thanks to their rigorous training, they are able to harness the power of this realm that would drive ordinary mortal mad. Unfortunately, those who do not fully master this power are at risk and being driven mad.

FLAME DRUIDS

Flame druids are another elemental conclave dedicated to preserving the balance between the Elemental Plane of Fire and Material Plane. Of all the druids, flame druids possess the greatest concern for extraplanar incursions from the Elemental Plane of Fire.

FOREST DRUIDS

Forest druids are some of the most common kinds of druids. They maintain a special connection to the plants of the Material Plane. Just like the plants, they are able to tap into the life force that connects all living creatures. Because of their connection to the life force of the world, these druids have been known to work with other conclaves in protecting the Material Plane.

GRAVE DRUIDS

Grave druids are tasked with maintaining the balance of life and death on the Material Plane. Members of this circle primarily seek out any those who pervert the transition of life and death and putting restless spirits at peace. Although life and death are their primary domain, grave druids have been known to call the forces of the dead to protect the Material Plane from other extraplanar threats.

MAGITECH DRUID

Magitech druids are a rather interesting conclave typically found in high magic societies. Their roles primarily involve overseeing constructs and maintaining magitech within their settlements. Druids of this circle are also known for their incredible feats of architecture thanks to their mastery of transmutation of animation.

MANAKETE DRUID

Druids of this circle have been blessed with the power to transform into dragons. Not only are these druids able to transform into lesser dragons, but they also have the ability to infuse the aura of dragons into their spellcasting abilities. However, these druids tend to be quite rare as this power is only granted to those whom dragons deem worthy.

SEA DRUID

Sea druids are another member of druidic conclaves specifically dedicated to maintaining the balance of the elements. Of all the elemental druid circles, sea druids are the most reclusive, primarily since they stick to overseeing the vast domain of the open seas, constantly monitoring for any potential rifts into the Elemental plane of Water.

SKINSHIFTERS

Skinshifters are another druidic art learned straight from the Feywild. By mimicking the innate ability of changelings, druids of this circle are able to analyze the physical characteristics and magical auras of their opponents to become an exact duplicate of their quarry. Thanks to their unique ability, skinshifters can be utilized as spies and assassins throughout the Material Plane.

SPELLTAMER DRUID

Due to the magical nature of the Material Plane, the duty of eldritch druids is to maintain the balance of magic in the realm. Their duties often include maintaining arcane ley lines and pockets of arcane energy. Eldritch druids have the unique ability to manipulate magical aether to create living spells, almost akin to arcane elementals.

SPORE DRUID

Spore druids trace their origins deep within the lightless caverns of the Underdark. This druidic circle shares many principles and techniques from forest druids. However, the conduits in which they are able to tap into the life force of their surrounds is through fungal spores. Thanks to this new medium, spore druids are able to implant the seed of life into corpses and organic matter giving it the similitude of life.

SYLVAN DRUID

Sylvan druids are tasked safeguarding the boundaries between the Feywild and the Material Plane. Because the boundaries of both of these planes have been known to periodically bleed into each other's realm, sylvan druids seek to minimize the collateral damage of such an event and prevent those with ill-intent from harnessing such a phenomenon. However, due to the mind-altering effects of the Feywild, sylvan druids must undergo strict training to resist the psychedelic effect of the Feywild.

TEMPEST DRUID

Tempest druids are part of an elemental druid circle dedicated to maintaining the elemental balance of the skies. These druids are known to patrol through the clouds to seek out any rifts to the Elemental Plane of Air. In addition to their interplanar roles, tempest druids serve as forecasters for upcoming storms and extremely powerful members can even alter the weather itself.

THERIAN DRUIDS

Therian druids practice an ancient form of druidic magics that is believed to originate from the Feywild. Druids of this circle are able to take the monstrous hybrid forms of werebeasts. Some druids of this circle seek to embrace their gift through the thrill of the hunt while others seek to act as emissaries between werebeasts and the rest of civilization.

WINTER DRUIDS

Druids of this circle are often the reason why many humanoid civilizations are able to thrive in the frozen wastes of the Material Plane. In fact, most arctic settlements typically have at least one winter druid that patrols the nearby area. These druids have mastered the ability to control ice and frost to easily traverse such a hazardous environment with ease. They are often viewed as guardian who save stranded travelers in the midst of a snowstorm.



DRUIDIC INITIATE

Medium Humanoid, varies

Armor Class 13 (Hide Armor)

Hit Points 39 (6d8+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	13 (+1)	16 (+3)	12 (+1)

Skills Nature +5, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Druidic, and one language of its choice

Proficiency Bonus +2

Challenge 3 (700 xp)

Druidic Heart(1/long rest) When the druid is reduced to 0 hitpoints, it drops to 1 hitpoint can use its Wildshape for 1 minute, even if it has no remaining uses.

SPELLCASTING

The druid is an 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Cantrips *Druidcraft, Primal Savagry Shillelagh,*

1st Level Spells(4 slots) *Absorb Elements, Cure Wounds, Detect Magic*

2nd Level Spells(3 slots) *Enlarge/Reduce, Hold Person, Lesser Restoration, Moonbeam*

3rd Level Spells(2 slots) *Dispel Magic, Revivify*

Actions

Multiattack. The Druid can cast a spell and make one Shillelagh attack

Shillelagh Melee Weapon Attack: +5 to hit, 5ft., one target. *Hit:* 8(1d8+3) bludgeoning damage. This attack counts as magical for the purpose of overcoming resistance

Bonus Actions

Wild Shape(1/short rest) The druid can use its bonus action to enter into a beast of its choice. The beast must be CR 2 or lower. While in this state, the druid retains the beasts statistics, however it retains its own Intelligence, Wisdom, and Charisma scores. The archdruid can remain in this form up to 2 hours, or if its Wildshape is reduced to 0 hitpoints, or if the Druid uses this feature again.



MASTER DRUID

Medium Humanoid, varies

Armor Class 14 (Hide Armor)

Hit Points 90 (12d8+36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	14 (+2)	14 (+2)	15 (+2)	18 (+4)	14 (+2)
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Skills Nature +8, Perception +7, Survival +7

Senses passive Perception 17

Languages Common, Druidic, and one language of its choice

Proficiency Bonus +3 **Challenge** 7 (2300 xp)

Druidic Form While in its wildshape, the druid's attacks count as magical for the purpose of overcoming resistance.

Druidic Heart(1/long rest) When the druid is reduced to 0 hitpoints, it drops to 1 hitpoint can use its Wildshape for 1 minute, even if it has no remaining uses.

SPELLCASTING

The druid is an 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Cantrips *Druidcraft, Primal Savagry Shillelagh,*

1st Level Spells(4 slots) *Absorb Elements, Cure Wounds, Detect Magic*

2nd Level Spells(3 slots) *Enlarge/Reduce, Hold Person, Lesser Restoration, Moonbeam*

3rd Level Spells(3 slots) *Dispel Magic, Revivify*

4th Level Spells(3 slots) *Dominate Beast, Guardian of Nature, Hallucinatory Terrain, Locate Creature, Polymorph*

5th Level Spells(2 slots) *Awaken, Commune with Nature, Mass Cure Wounds, Wrath of Nature*

6th Level Spells(1 slot) *Otherwordly Guise, Tenser's Transformation*

Actions

Multiattack. The druid can cast a spell and make two Shillelagh attacks

Shillelagh Melee Weapon Attack: +7 to hit, 5ft., one target. *Hit:* 9(1d8+4) bludgeoning damage. This attack counts as magical for the purpose of overcoming resistance

Bonus Actions

Wild Shape(1/short rest) The druid can use its bonus action to enter into a beast of its choice. The beast must be CR 3 or lower. While in this state, the druid retains the beasts statistics, however it retains its own Intelligence, Wisdom, and Charisma scores. The druid can remain in this form up to 3 hours, or if its Wildshape is reduced to 0 hitpoints, or if the Druid uses this feature again.

ARCHDRUID

Medium Humanoid, varies

Armor Class 15 (Hide Armor)

Hit Points 1500 (20d8+60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	16 (+3)	16 (+3)	17 (+3)	20 (+5)	16 (+3)
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Skills Nature +9, Perception +11, Survival +11

Senses passive Perception 21

Languages Common, Druidic, and one language of its choice

Proficiency Bonus +6

Challenge 17 (2300 xp)

Druidic Form While in its wildshape, the druid's attacks count as magical for the purpose of overcoming resistance.

Druidic Heart(1/long rest) When the druid is reduced to 0 hitpoints, it drops to 1 hitpoint can use its Wildshape for 1 minute, even if it has no remaining uses.

SPELLCASTING

The druid is an 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks).

Cantrips *Druidcraft, Primal Savagry Shillelagh,*

1st Level Spells(4 slots) *Absorb Elements, Cure Wounds, Detect Magic*

2nd Level Spells(3 slots) *Enlarge/Reduce, Hold Person, Lesser Restoration, Moonbeam*

3rd Level Spells(3 slots) *Dispel Magic, Revivify*

4th Level Spells(3 slots) *Dominate Beast, Guardian of Nature, Hallucinatory Terrain, Locate Creature, Polymorph*

5th Level Spells(3 slots) *Awaken, Commune with Nature, Mass Cure Wounds, Wrath of Nature*

6th Level Spells(2 slot) *Otherworldly Guise, Tenser's Transformation*

7th Level Spells(2 slot) *Regenerate*

8th Level Spells(2 slot) *Antipathy/Sympathy*

9th Level Spells(1 slot) *True Polymorph, Mass Polymorph, Shapechanger*

Actions

Multiattack. The archdruid can cast a spell and make two Shillelagh attacks

Shillelagh *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit:* 14(2d8+5) bludgeoning damage. This attack counts as magical for the purpose of overcoming resistance

Bonus Actions

Wild Shape(2/short rest) The druid can use its bonus action to enter into a beast of its choice. The beast must be CR 6 or lower. While in this state, the druid retains the beasts statistics, however it retains its own Intelligence, Wisdom, and Charisma scores. The archdruid can remain in this form up to 6 hours, or if its Wildshape is reduced to 0 hitpoints, or if the Druid uses this feature again.

Legendary Actions(3/turn)

The archdruid can take 3 legendary actions, choosing from the options below. Only one legendary Action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Shillelagh(1 action) The archdruid can make one attack with its Shillelagh

Movement(1 action) The archdruid can move up to half its movement speed without provoking attacks of opportunity.

Spell(2 actions) The archdruid can cast a spell of 5th level or lower

Shapeshift(2 actions) The archdruid can enter into its wildshape if available

Resilience(3 actions) The archdruid can end a condition or spell effect on itself as an action



BEAST DRUID

Beast Speech The druid can communicate simple ideas to beasts

Greater Wildshape(1/long rest) When the druid uses its Wildshape, it can turn into a beast with a CR equal to twice the druid's proficiency bonus

Keen Senses The druid has advantage on Wisdom(Perception) checks that rely of sight, smell, or sound.

Spellcasting

The beast druid has the following additional spells prepared

1st Level Animal Friendship, Beast Bond, Find Familiar

2nd Level Animal Messenger, Beast Sense, Flock of Familiars, Spider Climb, Summon Beast

3rd Level Conjure Animals, Waterbreathing, Waterwalk

4th Level Dominate Beast, Giant Insect

5th Level Insect Plague

8th Level Animal Shapes, Feeblemind

Bonus Actions

Druidic Familiar When the druid expends a wildshape, it can choose to summon a beast of the appropriate CR in an unoccupied space within 30ft. of it instead. The beast is considered an ally of the druid acting on the druid's initiative. The beast remains a number of hours equal to the druid's proficiency bonus, is killed, or if the Druid uses this feature again.

EARTH DRUID

• **Languages** Terran, Primordial

False Appearance While lightly obscured by ample rocky terrain, the druid is indistinguishable from a rock while they are motionless

Earth Stride The druid can move through difficult terrain caused by earth or stone without having to make an ability check or spend additional movement

Elemental Wildshape(1/long rest) When the druid uses its Wildshape, it can turn into a elemental with a CR equal to the druid's proficiency bonus

Spellcasting

The earth druid has the following additional spells prepared

Cantrips *Magic Stone, Mold Earth*

1st Level *Catapult, Earthen Grasp, Earth Tremor*

2nd Level *Spike Growth*

3rd Level *Erupting Earth, Meld into Stone, Wall of Sand*

4th Level *Conjure Lesser Elementals, Summon Elemental, Stoneskin*

5th Level *Conjure Elemental, Passwall*

6th Level *Bones of Earth, Investiture of Stone*

8th Level *Earthquake*

9th Level *Meteor Swarm*

Bonus Actions

Elemental Familiar When the druid expends a wildshape, it can choose to summon a elemental of the appropriate CR in an unoccupied space within 30ft. of it instead. The elemental is considered an ally of the druid acting on the druid's initiative. The elemental remains a number of hours equal to the druid's proficiency bonus, is killed, or if the Druid uses this feature again.

ELDRITCH DRUID

- **Damage Resistances** Psychic
- **Languages** Deep Speech, telepathy 120ft.

Aberrant Body The druid can move through a space as narrow as an inch without squeezing.

Aberrant Mind The druid has advantage on saving throws against being charmed or frightened

Aberrant Nature The druid does not require to breathe, eat, or sleep.

Elemental Wildshape(1/long rest) When the druid uses its Wildshape, it can turn into a aberration with a CR equal to the druid's proficiency bonus

Magic Resistance The druid has advantage on saving throws against spells and magical effects.

Spellcasting

The eldritch druid has the following additional spells prepared

Cantrips *Message, Mind Sliver, Vicious Mockery*

1st Level *Charm Person, Dissonant Whispers*

2nd Level *Mind Spike, Phantasmal Force, Suggestion*

3rd Level *Fast Friends, Hypnotic Pattern, Summon Aberration*

4th Level *Phantasmal Killer*

5th Level *Bigby's Hand, Contact other Plane, Dominate Person, Dream Geas, Telekinesis*

6th Level *Mass Suggestion, Synaptic Static*

7th Level *Power Word Stun*

8th Level *Feeblemind*

9th Level *Psychic Scream*

FLAME DRUID

- **Languages** Ignan, Primordial

Elemental Wildshape(1/long rest) When the druid uses its Wildshape, it can turn into a elemental with a CR equal to the druid's proficiency bonus

Spellcasting

The flame druid has the following additional spells prepared

Cantrips *Green-flame Blade, Produce Flame, Firebolt*

1st Level *Burning Hands, Fog Cloud*

2nd Level *Flame Blade, Heat Metal, Scorching Ray*

3rd Level *Fireball, Elemental Weapon*

4th Level *Conjure Lesser Elementals, Summon Elemental, Fire Shield, Elemental Bane, Web of Fire, Wall of Fire*

5th Level *Conjure Elemental, Immolation*

6th Level *Investure of Fire, Primordial Ward*

7th Level *Delayed Blast Fireball, Firestorm*

8th Level *Incendiary Cloud*

9th Level *Meteor Swarm*

Bonus Actions

Elemental Familiar When the druid expends a wildshape, it can choose to summon a elemental of the appropriate CR in an unoccupied space within 30ft. of it instead. The elemental is considered an ally of the druid acting on the druid's initiative. The elemental remains a number of hours equal to the druid's proficiency bonus, is killed, or if the Druid uses this feature again.

FOREST DRUID

False Appearance While lightly obscured by ample plant life, the druid is indistinguishable from a plant while they are motionless

Floral Wildshape When the druid uses its Wildshape, it can turn into a plant with a CR equal to the druid's proficiency bonus

Forest Stride The druid can move through difficult terrain caused by plants without having to make an ability check or spend additional movement

SPELLCASTING

The forest druid has the following additional spells prepared

1st Level *Entangle*

2nd Level *Barkskin, Spike Growth*

3rd Level *Plant Growth, Stinking Cloud*

4th Level *Blight, Grasping Vine*

5th Level *Cloudkill, Tree Stride*

6th Level *Transport via Plants, Wall of Thorns*

Bonus Actions

Floral Familiar When the druid expends a wildshape, it can choose to summon a plant of the appropriate CR in an unoccupied space within 30ft. of it instead. The plant is considered an ally of the druid acting on the druid's initiative. The plant remains a number of hours equal to the druid's proficiency bonus, until it is killed, or if the Druid uses this feature again.

GRAVE DRUID

- **Damage Resistances** Necrotic

Grave Sight The grave druid can pinpoint the location of any Undead within 120ft. of it

Grave's Calling(Replaces Druidic Heart) When the grave druid is reduced to 0 hitpoints, it drops to 1 hitpoint and can summon a myriad of undead in the nearest unoccupied space within 30ft of it. The grave druid can summon a number of skeletons or zombie(its choice) equal to twice the druid's proficiency bonus. These undead are allies to the grave druid acting on the druid's turn for 1 minute or until killed. Once the druid uses this ability, it cannot do so again until it finished a long rest

Spellcasting

The grave druid has the following additional spells prepared

Cantrips *Green-flame Blade, Produce Flame, Firebolt*

1st Level *Inflict Wounds*

2nd Level *BLindness/Deafness, Ray of Enfeeblement*

3rd Level *Animate Dead, Summon Undead, Speak with Dead, Vampiric Touch*

4th Level *Blight*

5th Level *Antilife Shell, Negative Energy Flood*

6th Level *Create Undead*

7th Level *Finger of Death*

Bonus Actions

Deathly Summons When the druid expends a wildshape, it can raise the corpse of a creature of an appropriate CR in an unoccupied space within 30ft. of it instead. The creature cannot be a construct or undead. Upon using the feature, the corpse becomes an undead and gains immunity to poison and necrotic damage. The undead is considered an ally of the druid acting on the druid's initiative. The undead remains a number of hours equal to the druid's proficiency bonus, or until it is killed.

MAGITECH DRUID

Animating Pulse(Replaces Druidic Heart) When the magitech druid is reduced to 0 hitpoints, it drops to 1 hitpoint and can summon constructs in the nearest unoccupied space within 30ft of it. The agitech druid can summon a number of constructs equal to twice the druid's proficiency bonus. The Constructs must be of a CR rating less than 1. These constructs are allies to the magitech druid acting on the druid's turn for 1 minute or until killed. Once the druid uses this ability, it cannot do so again until it finished a long rest

Magic Sense The magitech druid can pinpoint the location of a magical effect or item within 120ft. of it.

Magitech Affinity Constructs have disadvantage on saving throws against the magitech druid's spell effects

Siege Monster The magitech druid can deal double damage to buildings and objects

Spellcasting

The magitech druid has the following additional spells prepared

Cantrips *Mending, Shocking Grasp*

1st Level *Catapult, Detect Magic, Tenser's Floating Disk*

2nd Level *Wristpocket*

3rd Level *Otiluke's Resilient Sphere, Lightning Bolt Tiny Servant*

4th Level *Fabricate, Summon Construct*

5th Level *Animate Objects, Bigby's Hand, Creation*

6th Level *Chain Lightning*

Bonus Actions

Animation Pulse When the druid expends a wildshape, it can create a construct of an appropriate CR in an unoccupied space within 30ft. of it instead. The construct is considered an ally of the druid acting on the druid's initiative. The construct remains a number of hours equal to the druid's proficiency bonus, until it is killed, or if the druid uses this feature again.

MANAKETE

- **Damage Resistances** Acid, Cold, Fire, Lightning, Poison (choose 1)
- **Languages** Draconic

Draconic Blessing The manakete can ignore resistance and immunity on attacks using their attuned element

Draconic Presence While in its Wildshape, creatures within 30ft. of the manakete that can see it must succeed a Wisdom saving throw equal to the manakete's spell save DC. On a failed saving throw, the creature is frightened by the manakete for one minute. A frightened creature can repeat its saving throw at the end of each of its turns to end the effect on a success. On a successful saving throw, creatures are immune to being frightened in this manner for the next 24 hours.

Dragon Skin The manakete has advantage on saving throws against spells and magical effects. On a successful saving throw, the manakete takes no damage.

Spellcasting

The manakete has the following additional spells prepared

Cantrips *Thaumaturgy*

1st Level *Absorb Elements, Burning Hands*

2nd Level *Binding Frost*

3rd Level *Elemental Weapon, Fear, Fly, Lightning Bolt*

5th Level *Cone of Cold, Summon Draconic Spirit*

6th Level *Chain Lightning*

Bonus Actions

Draconic Form When the druid expends a wildshape, it can transform into a dragon of the appropriate CR.

SEA DRUID

- **Movement** 30ft. swim

Aquatic Wildshape When the sea druid enters its Wildshape, it can assume the form of an elemental or beast with a swimming speed of the appropriate challenge rating.

Aquatic Adept The sea druid can swim through difficult terrain caused by strong tides or currents without having to make ability checks or expending additional movement speed

Hold Breath The sea druid can hold their breath underwater for up to 15 minutes.

Nimble Swimmer The sea druid can swim outside a creatures reach without provoking attacks of opportunity

Spellcasting

The sea druid has the following additional spells prepared

Cantrips *Acid Splash, Shape Water*

1st Level *Armor of Agathys, Caustic Brew, Grease, Fog Cloud*

2nd Level *Create and Destroy Water*

3rd Level *Tidal Wave, Water Walk, Waterbreathing, Wall of Water*

4th Level *Control Water, Watery Sphere*

5th Level *Maelstrom*

8th Level *Tsunami*

Bonus Actions

Aquatic Familiar When the druid expends a wildshape, it can choose to summon a elemental or a beast with a swimming speed of the appropriate CR in an unoccupied space within 30ft. of it instead. The creature is considered an ally of the druid acting on the druid's initiative. The creature remains a number of hours equal to the druid's proficiency bonus, is killed, or if the Druid uses this feature again.

SKINSHIFTER

Mimicry The skinshifter can mimic sounds you have heard, including voices. A creature that hears the sounds it makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Actions

Ventriloquism The skinshifter can cause its voice to sound as if it originated from a spot within 30ft. of it. A creature that hears the sounds it makes can determine if this is a trick with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Bonus Actions

Shapeshift As an bonus action action, the skinshifter can change its appearance and itsvoice. The skinshifter determine the specifics of the changes, including its coloration, hair length, size, and sex. The skinshifter can make itself appear any humanoid, though none of its game statistics change. The skinshifter can't duplicate the appearance of a creature it has never seen.

Skinshift The skinshifter can expend a Wildshape using its bonus action to become an identical copy of a humanoid it can see. Upon using this feature, the skinshifter learns any skills, proficiencies, spells, abilities, and similar features that the target may possess; however, the skinshifter does not acquire any knowledge or memories that the target may possess.

Spellcasting

The skinshifter has the following additional spells prepared

Cantrips *Minor Illusion, Vicious Mockery*

1st Level *Charm Person, Disguise Self, Suggestion*

2nd Level *Enlarge/Reduces, Mirror Image*

3rd Level *Fast Friends, Sending*

4th Level *Charm Monster, Compulsion*

5th Level *Dominate Person, Mislead, Seeming, Scrying*

6th Level *Otherworldly Guise*

SPELLTAMER

Magical Advantage The spelltamer has advantage on saving throw against spells and magical effects.

Spell Absorption When the spelltamer successfully uses *Counterspell* or *Dispel Magic* on a spell of 1st level or higher, the spelltamer regains a number of expended spell slots equal to the level of the spell expended.

Spell Sense The spelltamer can pinpoint the location of a magical effect or item within 120ft. of him

Spellcasting

The spelltamer has the following additional spells prepared

Cantrips *Dancing Lights, Eldritch Blast*

1st Level *Detect Magic, Magic Missile, Shield*

2nd Level *Blink, Nystul's Magic Aura*

3rd Level *Counterspell, Dispel Magic*

4th Level *Dimension Door*

5th Level *Bigby's Hand, Teleportation Circle, Wall of Force*

6th Level *Disintegrate, Globe of Invulnerability*

7th Level *Prismatic Spray, Teleport*

8th Level *Antimagic Field, Holy Aura*

9th Level *Wish*

Bonus Actions

Spell Tamer When the druid expends a wildshape, it can choose to summon an animated spell in an unoccupied space within 30ft. of it instead. The creature is considered an ally of the druid acting on the druid's initiative. The creature remains a number of hours equal to the druid's proficiency bonus, is killed, or if the Druid uses this feature again.

SPORE DRUID

- **Damage Resistances** Necrotic, Poison

Spore Symbiosis The spore druid has advantage on saving throws against being blinded, deafened, paralyzed, or poisoned

Stench Creatures that first enters or starts its turn within 10ft. of the spore druid, the target takes 4(1d6) poison damage must succeed a Constitution saving throw equal to the Spore Druid's spell DC. On a failed saving throw, the target is poisoned until the end of its next turn. On a successful saving throw, creatures are immune to being poisoned by this effect for the next 24 hours.

Spellcasting

The spore druid has the following additional spells prepared

Cantrips *Poison Spray*

1st Level *Ray of Sickness*

2nd Level *Blindness/Deafness, Ray of Enfeeblement*

3rd Level *Animate Dead, Plant Growth, Stinking Cloud*

4th Level *Blight*

5th Level *Awaken, Cloudkill, Enervation*

6th Level *Circle of Death, Harm*

8th Level *Feeblemind*

9th Level *Time Ravage*

Bonus Action

Symbiotic Form When the druid expends a wildshape, it can transform into a fungal symbiotic form for one minute. While in this form, the druid deals an additional 7 (2d6) necrotic damage on each of its melee weapon attacks. At the start of each of its turns, the Spore Druid regain a number of hitpoints equal to 10 times half the druid's proficiency bonus rounded down.

SYLVAN DRUID

- **Damage Resistances** Force, Psychic

Fey Mind The druid has advantage on saving throws against being charmed or frightened.

Fey Misdirection If the druid succeeds a saving throw against an effect that charms or frightens and only targets the druid, the effect is redirected back at the attacker instead.

Spellcasting

The sylvan druid has the following additional spells prepared

Cantrips *Dancing Lights, Minor Illusion, Vicious Mockery*

1st Level *Color Spray, Disguise Self, Faerie Fire, Sleep*

2nd Level *Blink, Blur, Invisibility, Mirror Image, Moonbeam, Suggestion*

3rd Level *Fast Friends, Summon Fey, Hypnotic Pattern*

4th Level *Conjure Woodland Beings, Charm Monster, Greater Invisibility*

5th Level *Dominate Person, Dream, Far Step, Modify Memory*

6th Level *Conjure Fey, Mass Suggestion, Programmed Illusion, Otherworldly Form*

7th Level *Mirage Arcane, Prismatic Spray, Project Image, Plane Shift*

8th Level *Antipathy/Sympathy, Feeblemind*

9th Level *Weird*

Bonus Actions

Fey Familiar When the druid expends a wildshape, it can choose to summon a Fey with an appropriate CR in an unoccupied space within 30ft. of it instead. The creature is considered an ally of the druid acting on the druid's initiative. The creature remains a number of hours equal to the druid's proficiency bonus, is killed, or if the Druid uses this feature again.

Reactions

Fey Escape When the druid is targeted with an attack, the Sylvan druid can teleport 30ft. causing the attack to miss. The sylvan druid can also turn invisible until the start of its next turn.

TEMPEST

- **Damage Resistances** Thunder

Airbender When the druid is forced to make a saving throw against an effect that deals thunder damage, it takes no damage on a successful saving throw.

Tempest Magic When the druid cast a spell of 1st level or higher, the druid gains a flying speed equal to its movement speed equal to the druid's movement speed.

Wind's Landing When the druid is able to use their Druidic magics to soften their landing. Whenever the druid falls at least 30ft., it can make a DC 10 Wisdom saving throw. On a failed saving throw, the druid takes half damage and fall prone. On a success, the druid takes no damage and does not fall prone. The DC increases by 1 for every 10ft. above 30ft. that it falls.

Spellcasting

The tempest druid has the following additional spells prepared

Cantrips *Gust, Thunderclap*

1st Level *Catapult, Fog Cloud, Thunderwave*

2nd Level *Create and Destroy Water, Dust Devil, Levitate, Shatter, Skywrite*

3rd Level *Fly, Gaseous Form, Wind Wall*

4th Level *Storm Sphere, Summon Elemental*

5th Level *Control Winds, Telekinesis*

6th Level *Investiture Wind, Wind Wall*

7th Level *Etherealness, Whirlwind*

8th Level *Control Weather*

Bonus Actions

Aerial Familiar When the druid expends a wildshape, it can choose to summon an elemental or a beast with a flying speed of the appropriate CR in an unoccupied space within 30ft. of it instead. The creature is considered an ally of the druid acting on the druid's initiative. The creature remains a number of hours equal to the druid's proficiency bonus, is killed, or if the Druid uses this feature again.



THERIAN

- **Movement** 40ft., 40ft. swim, 40ft. climb

Keen Sense The therian druid has advantage on Wisdom(Perception) checks

Therian Frenzy While in their Wildshape, the druid is unable to cast spells.

Therian Hide While in their wildshape, the druid gains a +3 bonus to their AC and gains resistance to bludgeoning, piercing, and slashing damage from non-silvered attacks

Therian Regeneration(Wild Shape Only) If the druid is below half its hitpoint maximum, it regains a number of hitpoints equal to 10 times half the druid's proficiency bonus (rounded down)

Bonus Actions

Therian Transformation When the druid expends a wildshape, it can transform into a its Therian Wildshape instead. While in this form, its movement speed increases by 10ft. and it gains advantage on Strength and Dexterity ability checks and saving throws.

Therian Flurry(Wildshape Only) The therian can make two attacks with its *Shillelagh*

Reactions

Reactive (Wildshape Only) While in its druid can take a reaction at the end of each of its turns.

Retaliation When the druid is hit with a melee weapon attack, it can use its reaction to make a melee weapon attack.

WINTER DRUID

- **Damage Resistances** Cold

Blizzard When creatures first enter or start its turn within 10ft. of the druid, it takes 5(1d8) cold damage and its movement speed is reduced by 10ft.

Frost Acclimation When the druid is forced to make a saving throw against an effect that deals cold damage, it takes no damage on a successful saving throw.

Ice Walker The druid can swim through difficult terrain caused by icy terrain without having to make ability checks or expending additional movement speed

Spellcasting

The winter druid has the following additional spells prepared

Cantrips *Frostbite, Ray of Frost*

1st Level *Armor of Agathys, Grease, Ice Knife, Fog Cloud, Frost Fingers*

2nd Level *Binding Frost, Hold Person, Spike Growth, Snowball Storm*

3rd Level *Sleet Storm*

4th Level *Ice Storm*

5th Level *Cone of Cold*

6th Level *Freezing Sphere, Investiture of Ice, Wall of Ice*

Bonus Actions

Snow Stealth While lightly obscured by snowfall or snowy terrain, the Winter Druid can use its bonus action to Hide.



MONKS

Monks are incredibly skilled warriors that have mastered martial combat through the art of harnessing a mysterious power that all creature's possess, called ki. Their mastery of ki grants them supernatural speed and agility, allowing them to perform incredible feats of physical and martial prowess.

MONK INITIATES

Monk initiates are the least trained of all monks, as many are beginning their journey in a monastic tradition. Most initiates can be found in monasteries, where they receive tutelage in controlling their inner ki.

MONK DISCIPLES

Monk discipline have learned to fully harness their inner ki. As a result, they tend to be exceptional combatants in their specific disciplines, using their superior speed and agility to outmaneuver even the strongest of opponents.

MASTER MONK

Master monks represent the pinnacle of mortal mastery of ki. They are able to use these abilities to heal themselves from the deadliest of injuries, as well as attack their opponents at incredible speeds. Due to their vast training, many master monks lead entire monasteries, while the most legendary of monks seek to discover new disciplines by finding new ways to utilize their ki.

MONASTIC ORDERS

Since there are numerous ways in which monks can harness their ki, there are numerous monastic traditions that these individuals practice, each with their own unique skillset.

PHOENIX MONK

Phoenix monks have learned to use their ki to control fire. Members of these orders can often be identified by glowing tattoos of phoenixes, dragons, and open flames. This monastic tradition tends to have an explosive fighting style that unleashes a torrent of flames to punish their opponents.

TEMPEST MONK

Tempest monks have learned to use their inner ki to control the very winds itself. Their order are often identified by tattoos, clouds or wings. Their primary battle techniques rely on maneuverability and misdirection.

FROSTWIND MONK

Frostwind monks use their ki to tap into the essence of others to siphon their energy and slowing down their movement. These individuals are often adorned with various tattoos of wolves and other arctic creatures.

STORMLIGHT MONK

Monks that practice the stormlight discipline have learned to harness the power of lightning, adorning themselves with tattoos of lightning and thunderstorms. Monks of this tradition have the ability to turn themselves into lightning and shock their opponents with extreme precision.

EARTHBREAKER MONK

Monks of the earthbreaker discipline have learned to use their ki to make their bodies akin to an immovable mountain, granting them incredible strength and endurance, as well as the ability to control the earth around them.

TIDECALLER MONK

The tidecaller tradition enables monks to acquire absolute master of water. This ability grants them the ability to conjure weapons made of water from thin air and even have the ability to cause their body to even temporarily take the form of water.

SHADOWDANCER MONK

Shadowdancers use their ki to control their very shadows themselves. As a result, they are ideal spies and assassins as they are able to use the shadows to shroud themselves to avoid detect as well as shield themselves from harm.

ASTRAL MONK

Astral monks have learned to project their ki to create an astral avatar of themselves. This avatar can take a variety of forms, but are commonly depicted as gigantic humanoid avatars with fists made of pure ki.

REAPER MONK

Reaper monks practice a special ki discipline that focuses on extracting the ki from living creatures. Such an art is often forbidden and reviled by many societies due to its ability to siphon the soul from one's very body.

SUNFIRE MONK

It is believed that sunfire monks have learned their discipline directly from the gods. As a result, they are able to unleash the flurry of strikes empowered by divine light. Because of their close connection to the divine, it is not uncommon to find these monks in many religious temples and sanctuaries.

KENSEI MONK

Kensei monks have learned to channel their ki through their weapons, which grants them perfect mastery of their weapons. They are able to effortlessly transition between speed and power to overwhelm their opponent's defenses, while using their rapid reflexes to deflect and parry weapon strikes from their foes.

MAGE HUNTER MONK

Magehunter monks have learned to use their ki to temporarily block a creature's connection to magic. Because of their unique talents, they are often employed as a countermeasure against spellcasters.

OPEN HAND MONK

Open hand monks focus primarily on unarmed combat by utilizing their ki to keep their foes off-balance in combat. Monks of this discipline are able to use their strikes to sweep their foes off their feet, disarm attackers, and temporarily disorient their target's senses. Some have even mastered the ability to unleash a storm of blows when surrounded, striking each creature in reach.

SOULKNIFE MONK

Soulknife monks use their ki to awaken their true psionic potential. Monks of the discipline are able to use their ki to enter into their opponent's minds to exploit their fears and desires. They also possess the ability to seemingly manifest a purely psionic form to vanish from sight and to even phase through walls.

MERCY MONK

Mercy monks use their ki to tread the very boundaries of life and death. They are able to use this practice to either heal or poison the ki of another living creature. Because of this mysterious duality, these monks tend to be viewed with wonder and suspicion of their true intentions.



MONK INITIATE

Medium Humanoid, varies

Armor Class 16 (Natural Armor)

Hit Points 39 (6d8+12)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +4, Dex +5

Skills Athletics +5, Acrobatics +5, Perception +5

Senses passive Perception 15

Languages Common and one language of its choice

Proficiency Bonus +2

Challenge 3 (700 xp)

Evasion When the monk initiate fails a Dexterity saving throw against a effect that deals damage, they take half damage on a failed saving throw and half as much on a success.

Ki Empowered Strikes The monk initiate attacks count as magical for the purpose of overcoming resistance.

Slow Fall When the monk initiate takes fall damage, they can choose to make a DC 10 Dexterity saving throw. On a failed saving throw, the monk takes half damage and falls prone. Upon a success, they take no damage and do not fall prone

KI DISCIPLINES

Depending on the type of discipline they practice, the monk initiative may force a creature to make a saving throw against certain effects. These abilities uses a Ki save DC which is 13.

Actions

Multiattack. Monk initiate can make three unarmed strikes. The monk initiate can replace any number of unarmed strikes with a shuriken.

Unarmed strike *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit:* 5(1d4+3) bludgeoning damage

Shuriken *Ranged Weapon Attack:* +5 to hit, 30ft., one target. *Hit:* 6(1d4+3) slashing damage.

Bonus Actions

Step of the Wind The monk initiate can use their bonus action to Dash or Disengage

Patient Strike The monk initiate can use their bonus action to Dodge

Reactions

Deflect Missile When the monk is hit with a ranged weapon attack, they can gain a +5 bonus to their Armor class against their next attack. If the ranged attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.



MONK DISCIPLE

Medium Humanoid, varies

Armor Class 18 (Natural Armor)

Hit Points 90 (12d8+36)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	10 (+0)	18 (+4)	10 (+0)

Saving Throws Str +6, Dex +7

Skills Athletics +6, Acrobatics +7, Perception +7

Senses passive Perception 17

Languages Common and one language of its choice

Proficiency Bonus +3

Challenge 7 (2900 xp)

Evasion When the monk disciple fails a Dexterity saving throw against a effect that deals damage, they take half damage on a failed saving throw and half as much on a success.

Ki Empowered Strikes The monk disciple attacks count as magical for the purpose of overcoming resistance.

Slow Fall When the monk disciple takes fall damage, they can choose to make a DC 10 Dexterity saving throw. On a failed saving throw, the monk takes half damage and falls prone. Upon a success, they take no damage and do not fall prone

KI DISCIPLINES

Depending on the type of discipline they practice, the monk disciple may force a creature to make a saving throw against certain effects. These abilities uses a Ki save DC which is 15.

Actions

Multiattack. Monk disciple can make four unarmed strikes. The monk disciple can replace any number of unarmed strikes with a shuriken.

Unarmed strike *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit:* 8(1d6+4) bludgeoning damage.

Shuriken *Ranged Weapon Attack:* +7 to hit, 30ft., one target. *Hit:* 8(1d6+4) slashing damage.

Bonus Actions

Step of the Wind The monk disciple can use their bonus action to Dash or Disengage

Patient Strike The monk disciple can use their bonus action to Dodge

Reactions

Deflect Missile When the monk is hit with a ranged weapon attack, they can gain a +5 bonus to their Armor class against their next attack. If the ranged attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

MASTER MONK

Medium Humanoid, varies

Armor Class 20 (Natural Armor)

Hit Points 150 (20d8+60)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	20 (+5)	16 (+3)	10 (+0)	20 (+5)	10 (+0)
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Saving Throws Str +9, Dex +11, Con +9, Int +6, Wis +11, Cha +6

Skills Athletics +9, Acrobatics +11, Perception +11

Senses passive Perception 21

Languages Common and one language of its choice

Proficiency Bonus +6

Challenge 17 (18000 xp)

Perfect Training The monk has advantage on Strength(Athletics) checks and Dexterity(Acrobatics) checks

Evasion When the master monk fails a saving throw against a Dexterity saving throw that deals damage, they take half damage on a failed saving throw and half as much on a success.

Ki Empowered Strikes The master monk attacks count as magical for the purpose of overcoming resistance.

Legendary Resistance (3/day) Upon failing a saving throw, the master monk can choose to succeed. Upon using this feature, the monk can recover 60 hitpoints as they recover ki to heal their wounds.

Slow Fall When the master monk takes fall damage, they can choose to make a DC 10 Dexterity saving throw. On a failed saving throw, the monk takes half damage and falls prone. Upon a success, they take no damage and do not fall prone. The DC increases by 1 for every 10ft. above 30ft. that the master monk falls.

KI DISCIPLINES

Depending on the type of discipline they practice, the master monk may force a creature to make a saving throw against certain effects. These abilities uses a Ki save DC which is 19.

Actions

Multiattack. The master monk can make four unarmed strikes. The master monk can replace any number of unarmed strikes with a shuriken.

Unarmed strike *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit:* 11(1d10+5) bludgeoning damage

Shuriken *Ranged Weapon Attack:* +11 to hit, 30ft., one target. *Hit:* 10(1d10+5) slashing damage.

Bonus Actions

Step of the Wind The master monk can use their bonus action to Dash or Disengage

Patient Strike The master monk can use their bonus action to Dodge

Reactions

Deflect Missile When the master monk is hit with a ranged weapon attack, they can gain a +5 bonus to their Armor class against their next attack. If the ranged attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

Legendary Actions(3/turn)

The master monk can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn

Step of the Wind(1 action) The master monk can use one of their Step of the Wind features.

Flurry of Blows(2 actions) The master monk can make two unarmed strikes against a creature within range.

Ki Pulse(3 action) The master monk can end one status condition or spell effect on themselves



Phoenix Monk

Blazing Ki The monk can choose to deal fire damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Fiery Evasion Whenever the monk is forced to make a saving throw against an effect that deals fire damage, the monk takes half damage on a failed saving throw and none on a success.

Actions

Phoenix Punch(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures in a 20ft. cone to make a Dexterity saving throw equal to their spell save DC.

On a failed saving throw, creatures take fire damage equal to a number of d8s equal to the monk's proficiency bonus. At the start of its next turn, that creature takes this damage again.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

Bonus Actions

Fiery Step(Replaces Step of the Wind) The monk can use its bonus action to Dash or Disengage. When the monk leaves a space within 5ft. of a creature, it must succeed a Wisdom saving throw against the monk's Ki save DC. On a failed saving throw, creatures take 5(1d8) fire damage.

Flame Shield(Replaces Patient Defense) The monk can use its bonus action to Dodge. When the monk is grappled or hit with an melee attack while within 5ft. of the monk, it takes 5(1d8) fire damage.

Reactions

Redirect Flames When the monk is hit with an attack that deals fire damage, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

Tempest Monk

Roaring Ki The monk can choose to deal thunder damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Galeforce Evasion Whenever the monk is forced to make a saving throw against an effect that deals thunder damage, the monk takes half damage on a failed saving throw and none on a success.

Actions

Thunder Strike(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures in a 10ft. radius to make a Strength saving throw equal to their spell save DC.

On a failed saving throw, creatures take thunder damage equal to a number of d8s equal to the monk's proficiency bonus, pushed back 10ft, and are considered deafened until the end of its next turn.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

Bonus Actions

Howling Step(Replaces Step of the Wind) The monk can use its bonus action to Dash or Disengage. While using this movement, the monk gains a flying speed equal to their movement speed until the start of their next turn.

Repulsive Shield(Replaces Patient Defense) The monk can use its bonus action to Dodge. When the monk is grappled or hit with an melee attack, creatures are pushed back 10ft. from them

Reactions

Whirlwind Stance When the monk is hit with an attack that deals thunder damage, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.



Frostwind Monk

Frozen Ki The monk can choose to deal cold damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Arctic Evasion Whenever the monk is forced to make a saving throw against an effect that deals cold damage, the monk takes half damage on a failed saving throw and none on a success.

Bonus Actions

Frozen Dash(Replaces Step of the Wind) The monk can use its bonus action to Dash or Disengage. When the monk leaves a space within 5ft. of a creature, it must succeed a Dexterity saving throw against the monk's Ki save DC. On a failed saving throw, that creature falls prone

Blizzard Shield(Replaces Patient Defense) The monk can use its bonus action to Dodge. When the monk is grappled or hit with an melee attack while within 5ft. of the monk, its movement speed is reduced by 10ft.

Boreal Sweep(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures in a 20ft. cone to make a Constitution saving throw equal to their spell save DC.

On a failed saving throw, creatures take cold damage equal to a number of d8s equal to the monk's proficiency bonus and are restrained until the end of its next turn.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

Reactions

Ice Mirror When the monk is hit with an attack that deals cold damage, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

Stormlight Monk

Stormy Ki The monk can choose to deal lightning damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Lightning Evasion Whenever the monk is forced to make a saving throw against an effect that deals lightning damage, the monk takes half damage on a failed saving throw and none on a success.

Actions

Shockwave Strike(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures of its choice in a 30ft. radius to make a Dexterity saving throw.

On a failed saving throw, creatures take lightning damage equal to a number of d8s equal to the monk's proficiency bonus and is paralyzed until the end of its next turn.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

Bonus Actions

Volt Blink(Replaces Step of the Wind) The monk can use its bonus action to teleport to a spot that it can see within 30ft.

Static Shield(Replaces Patient Defense) The monk can use its bonus action to Dodge. When the monk is grappled or hit with an melee attack while within 5ft. of the monk, that creature cannot take reactions until the end of its next turn.

Reactions

Storm Channel When the monk is hit with an attack that deals lightning damage, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.



Earthbreaker Monk

Earthen Ki The monk's unarmed strikes and shuriken strikes deal double damage to buildings and objects. Their strikes also count as adamantine, silvered, or similar enhancements for the purpose of overcoming resistance.

Mountain Stance Whenever the monk is forced to make a Strength or Constitution saving throw against an effect that deals damage, the monk takes half damage on a failed saving throw and none on a success.

Actions

Stonebreaking Fist(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures of its choice in a 30ft. radius to make a Strength saving throw.

On a failed saving throw, creatures take bludgeoning damage equal to a number of d8s equal to the monk's proficiency bonus and are knocked prone

On a successful saving throw, creatures take half damage and are otherwise unaffected.

Bonus Actions

Stone Climb(Replaces Step of the Wind) The monk can use its bonus action to Dash or Disengage. When the monk uses this feature, their movement is unaffected by difficult terrain and they can climb difficult surfaces (including ceilings) without needing to make an ability check until the start of their next turn.

Earthen Shield(Replaces Patient Defense) The monk can use its bonus action to Dodge. For the duration of this effect, the monk gains resistance to bludgeoning, piercing, and slashing damage.

Reactions

Shrapnel Storm When the monk is hit with a ranged weapon attack, they can gain a +5 bonus to their Armor class against their next attack. If the ranged attack misses, it does not hit the monk and the monk can choose to make a ranged weapon attack to hit all creatures within 10ft. of it.

Tidecaller Monk

Turbulent Ki The monk can choose to deal acid damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Aqueous Evasion Whenever the monk is forced to make a saving throw against an effect that deals acid damage, the monk takes half damage on a failed saving throw and none on a success.

Actions

Hydro Lash(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures of its choice in a 20ft. radius to make a Strength saving throw.

On a failed saving throw, creatures take acid damage equal to a number of d8s equal to the monk's proficiency bonus and are pulled 10ft. towards the monk

On a successful saving throw, creatures take half damage and are otherwise unaffected.

Bonus Actions

Water Stance(Replaces Step of the Wind) The monk can use its bonus action to Dash or Disengage. The monk can move through the space of another creature or a space small enough for a Tiny creature without expending any additional movement until the start of its next turn.

Bubble Shield(Replaces Patient Defense) The monk can use its bonus action to Dodge. For the duration of this effect, the monk gains 10 temporary hitpoints until the start of its next turn.

Reactions

Tide Dance When the monk is hit with an attack that deals acid damage, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

Shadowdancer Monk

Gloom Sight The monk's vision is not obscured by magical darkness.

Shadow Cloak While the monk is in darkness, it counts as invisible to creature's that rely on sight to perceive it.

Shadow Evasion While in dim light or darkness, whenever the monk is forced to make a saving throw against an effect that deals damage and only affects the monk (excluding area of effects), the monk takes half damage on a failed saving throw and none on a success.

Actions

Summon Shadows(Recharge 5-6) The monk can replace one of its unarmed strikes to conjure a cloud of magical darkness in a 30ft. radius around a spot the monk can see within with 60ft. of them that lasts until the end of its next turn.

Bonus Actions

Shadow Stealth While in dim light or darkness, the monk can use its bonus action to Hide.

Reactions

Shadow Shield When the monk takes damage, it can use reaction to take half damage instead.

Astral Monk

Astral Form At the start of the monk's turns, it regains 10 temporary hitpoints at the start of its turns if the monk has at least 1 hitpoint and is not incapacitated..

Astral Strikes The monks unarmed strike have an increased reach of 5ft.

Astral Shroud When the monk hits a creature with an attack, that creature suffers disadvantage on attack rolls against all creatures other than the kami.

Astral Ward Whenever the monk is forced to make a Wisdom saving throw that deals damage, the monk takes half damage on a failed saving throw and none on a success.

Powerful Build The monk counts as one size larger for the purposes of pushing, shoving, carrying, lifting, and wielding weapons.

Reaper Monk

Gloom Sight The monk's vision is not obscured by magical darkness.

Ki Stealer While the monk reduces a creature to 0 hitpoints, that creature is instantly killed and the monk gains 10 temporary hitpoints.


Undying Ki Upon dropping to 0 hitpoints, the monk can make a Wisdom saving throw equal to half the damage dealt(minimum 10). On a successful saving throw, the monk regains 1 hitpoint.

Actions

Death Strike(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force one creature it can touch to make a Constitution saving throw.

On a failed saving throw, that creature takes necrotic damage equal to a number of d8s equal to the monk's proficiency bonus and its hitpoint maximum is reduced by this amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

On a successful saving throw, creatures take half damage and are otherwise unaffected.



Sunfire Monk

Luminous Ki The monk can choose to deal radiant damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Light Bender Whenever the monk is forced to make a saving throw against an effect that deals radiant damage, the monk takes half damage on a failed saving throw and none on a success.

Actions

Sunburst(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures in a 10ft. radius around a spot it can see in 60ft. to make a Constitution saving throw equal to their spell save DC.

On a failed saving throw, creatures take radiant damage equal to a number of d8s equal to the monk's proficiency bonus and cannot benefit from half or three fourths cover, or being hidden from being invisible until the start of its next turn.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

Bonus Actions

Dazzling Step(Replacing Step of the Wind) The monk can use its bonus action to Dash or Disengage. When the monk leaves a space within 5ft. of a creature, that creature must succeed a Constitution saving throw against the monk's Ki save DC. On a failed saving throw, that creature is blinded until the end of its next turn.

Reactions

Sun Mirror When the monk is hit with an attack that deals radiant damage, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

Kensei

Blade Storm When the monk has advantage on an attack roll, they can make one additional katana or longbow strike as part of that action.

Killing Blow The monk can deal a critical hit on an 19-20. Upon dealing a critical hit

Actions

Katana Melee Weapon Attack: the monk's Dexterity modifier + the monk's proficiency bonus to hit, 5ft., one target. Hit: (1d8+ the monk's Dexterity modifier) piercing damage

Longbow Ranged Weapon Attack: the monk's Dexterity modifier + the monk's proficiency bonus to hit, 150/600ft., one target. Hit: (1d8+ the monk's Dexterity modifier) piercing damage

Bonus Actions

Wind Strike(Replaces Step of the Wind) The monk can use their bonus action to Dash or Disengage. Upon using this feature, the monk can make one weapon attack as part of this action

Reactions

Deflective Parry When the monk is hit with a melee weapon attack, they can gain a +5 bonus to their Armor class against their next attack. If the ranged attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.



Mage Hunter

Disruptive Ki Creatures hit by the monk's attacks have disadvantage on saving throws to maintain concentration

Magic Resistance The monk has advantage on saving throws against spell effects.

Magic Ward Whenever the monk is forced to make a saving throw against a spell effect that deals damage, the monk takes half damage on a failed saving throw and none on a success.

Actions

Spell Break(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force a creature it touches to make a Charisma saving throw against its Ki DC.

On a failed saving throw, creatures becomes magically unstable for one minute. If that creature concentrates on a spell, is under a spell effect, or casts a spell during the duration, that creature takes force damage equal to a number of d8s equal to the level of the spell effect (minimum of 1) and that spell effect automatically ends and fails. This effect ends after one minute, if it ends or dismisses a spell effect, or if this feature is used again on this creature.

On a successful saving throw, creatures are unaffected.

Bonus Actions

Patient Ward(Replaces Patient Defense) The monk can use their bonus action to Dodge. Upon using this feature, spell attacks against the monk has disadvantage.

Reactions

Magic Deflection When the monk is hit with a spell attack, they can gain a +5 bonus to their Armor class against their next attack. If the attack misses, it does not hit the monk and targets the attacker or another creature of the monk's choice within 60ft. of them instead.

Open Hand

MARTIAL ARTS

When the monk hits a creature within its unarmed strikes on their turn, it can force the target to make a saving throw against the monk's Ki save DC one of the following effects. A creature can only be affected by a Martial Arts feature once on a turn.

Disarming Blow The target must succeed a Strength saving throw. On a failed saving throw, that creature drops whatever it is holding

Rapid Blow The target must succeed a Constitution saving throw. On a failed saving throw, that creature cannot take reactions until the end of its next turn.

Crippling Blow The target must succeed a Constitution saving throw. On a failed saving throw, that creature's movement speed is reduced to 0.

Hammering Blow The target must succeed a Strength saving throw. On a failed saving throw, that creature is pushed back 10ft. and knocked prone.

Disorienting Blow The target must succeed a Constitution saving throw. On a failed saving throw, that creature's suffers disadvantage on attack rolls until the start of its next turn.

Actions

Thousand Fist Technique(Recharge 5-6) At the start of its turn, the monk can use its multiattack on all creatures within 5ft. of it. Upon using this feature, the monk can only make unarmed strikes.

Soulknife

Psionic Ki The monk can choose to deal psychic damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Psionic Evasion Whenever the monk is forced to make an Intelligence or Wisdom saving throw that deals damage and only affects the monk, the monk takes half damage on a failed saving throw and none on a success.

Psionic Arts

When the monk hits a creature within its unarmed strikes on their turn, it can force the target to make a saving throw against the monk's Ki save DC one of the following effects. A creature can only be affected by a Martial Arts feature once on a turn.

Terrifying Blow The target must succeed a Wisdom saving throw. On a failed saving throw, that creature is considered frightened by the monk until the end of its next turn.

Enthralling Blow The target must succeed a Wisdom saving throw. On a failed saving throw, that creature is considered charmed by the monk until the end of its next turn.

Rippling Blow(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to force creatures in a 10ft. radius around it to make a Wisdom saving throw equal to their spell save DC.

On a failed saving throw, creatures take psychic damage equal to a number of d8s equal to the monk's proficiency bonus and is stunned until the end of its next turn.

On a successful saving throw, creatures take half damage and are otherwise unaffected.

Bonus Actions

Psionic Form(Replaces Step of Wind) The monk can use their bonus action to Dash and Disengage. Until the start of its next turn, monk can move through other creatures and objects as if they were difficult terrain. It cannot end its turn in another creature's space.

If the monk ends its turn inside an object, it is immediately shunted to the nearest unoccupied space that it can occupy and takes 1d10 force damage for every 5ft. shunted.

Psionic Shroud(Replaces Patient Defense) The monk can use their bonus action to Dodge. Until the start of its next turn, the monk is considered to be invisible.

Mercy

Merciless When the monk takes the Attack action against a creature that is blinded, deafened, exhausted, paralyzed, poisoned, or stunned, that monk can make one additional unarmed strike as part of its action.

Poisonous Ki The monk can choose to deal poison damage instead of bludgeoning damage on their unarmed strikes and shuriken strikes.

Regenerative Ki At the start of each of the monk's turn, it can end one of the following conditions: blinded, deafened, exhausted, poisoned, paralyzed, or stunned as long as the monk has at least 1 hitpoint and is not incapacitated.

Touch of Death When the monk hits a creature within its unarmed strikes on their turn, it can force the target to make a Constitution saving throw against the monk's Ki save DC. On a failed saving throw, that creature is poisoned until the end of its next turn.

Creature's poisoned in this manner cannot recover hitpoints for the duration of this effect.

A creature can only be affected by a Martial Arts feature once on a turn.

Actions

Touch of Life(Recharge 5-6) At the start of its turn, the monk can replace one of the monk's unarmed strikes to cause a creature the monk can touch to regain a number of hitpoints equal to a number of d8s equal to the monk's proficiency bonus. This feature can also end any of the following status conditions: blinded, deafened, exhausted, poisoned, paralyzed, or stunned.

PALADINS

Paladins are holy warriors devoted to a deity or an ideal and dedicated to the defense and spread of their cause and order. Although many paladin orders seek to do good by preventing the scourge of evil, others act as the very instrument of destruction for malevolent entities such as fiends or undead. Although paladins tend to be relatively uncommon in comparison to other warriors, a small group of paladins can prove to be a sizable threat to their enemies.

PALADIN APPRENTICES

Paladin apprentices are newly appointed members of their order. Although they typically are not as skilled as the rest of their order, their training still makes them a much more capable force than most guards and soldiers. Due to their inexperience, they typically are charged with lesser tasks such as safeguarding temples and are rarely tasked with extremely important missions without the support of other apprentices or at least a more seasoned paladin.

PALADIN WARRIORS

Paladin warriors are the defenders of their respective order, actively seeking out anything that threatens their religion and oath. These warriors can be found on the front lines against demonic incursions, or even leading the charge for the forces of evil or good.

PALADIN CHAMPION

Paladin champions are legendary figures that are nearly comparable to a demigod. These individuals are granted the very power and favor of their deity or patron, allowing them to become the physical incarnation of their cause.

PALADIN TYPES

There are numerous variants of paladins, depending on their oath and dedication. This guide will provide numerous options for various types of paladins. Depending on their oath, paladins are able to channel special abilities known as Channel Divinity.

Whenever, the paladin recharges its Channel Divinity, it can choose to use its Divine Smite or Special Channel Divinity feature (if applicable). These abilities use the paladin's spellcasting DC and can deal damage according to the type of paladin it is (apprentice, warrior, or champion).

PALADIN INQUISITOR

Paladin inquisitors have dedicated themselves to safeguarding society from the arcane malpractice. They have the unique ability to detect the presence of a spellcaster and have a wide array of abilities to nullify their effects.

PALADIN WARDEN

Paladin wardens have devoted themselves to protecting civilization from the machinations of otherworldly entities such as Aberrations, Celestials, Dragons, Elementals, Fey, or Fiends. They specialize in tracking down these creatures and returning them to their plane of existence.

WAR PALADIN

War paladins embrace the very aspect of battle and conquest. They serve as the sword and shield for their nation or deity, doing whatever it takes to spread their ideals to others (using force if necessary).

DREADGUARD

Dreadguards have dedicated themselves to the art of subterfuge and death to eliminate any threat to their ideals. These individuals are often viewed as zealots that use fear, chaos, and stealth to dispatch their foes as quickly as possible.

CROWNGUARD

Crowguards have devoted themselves to the protection of the innocent or helpless. As a result, crownguard can be found leading city guards or even serve as the personal bodyguards for political or religious leaders.

PALADIN AVENGER

Paladin avengers consider themselves as agents of divine punishment. They actively seek out those who have defied their ideals and relentlessly unleash the full wrath of their deity upon their foes.

DEATH KNIGHT

Death knights act as the agents of death itself, often aiding necromancers and liches in their pursuit for immortality or leading legions of the undead into battle.

ABYSSAL KNIGHT

Abyssal knights have succumbed to the madness of the abyss. Their sole purpose is to destroy all life by leading the demonic hordes through the Nine Hells and ultimately to the other planes of existence.

HELL KNIGHT

Hell knights have forged a pact with devils, often when their soul has been forfeited to these entities. As a result, they aid infernal legions in their conquest against the demonic hordes of the Abyss, as well as their eternal war with the Celestials of the Outer Planes.

DRAGON KNIGHT

Oftentimes, dragons grant an aspect of their power to humanoids who pledge their allegiance to them. They use their newly granted abilities to acquire intel for their draconic master, as well as serve as guardian of their lair to protect them from unwanted intruders. Whenever the dragon goes into battle, it is not uncommon that it will be accompanied by numerous mounted dragon knights at their side.

ELDER GUARD

Elder guards acquire their power from bizarre entities from the beyond. Some have been granted their ability through service or enthrallment to entities such as mind flayers or beholders. Others have been exposed to the madness to the Far Realm.

Regardless of their origins, their minds have been fully corrupted by these alien entities and now they as harbingers for these strange entities spreading the seeds of madness and chaos.



SPIDER GUARD

Spider guards have dedicated themselves to the Lloth, the spider queen. It is believed that these oaths were first taken by subterranean drow who made their homes in the Underdark. However, Lloth's influence has grown much more pronounced throughout the multiverse as she grants an aspect of her power as boons to those who pledge their allegiance to her.

PALADIN OF THE STORM

Paladins of the storm claim allegiance to elementals or divine celestials whose domains include storms and wind. These champions are able to effortlessly harness the fury of the storm unleashing a barrage of lightning bolts and thunderous booms upon any foe that stands in their path.

FEY GUARD

Although Fey are extremely fickle creatures, many paladins are sworn allegiance to these entities. Oftentimes, such oaths are often the result of some form of Fey scheming or trickery that magically binds one to their service. Although most Fey tend to be playful in their intent, some more sinister Fey such as Hags or Archfey magically bind their champions through hexes or curses that spell certain doom to those that break such a pact.

TECH GUARD

Tech guard do not particularly hold an allegiance to a particular creature but to the concept or progress or technology itself. These paladins are able to draw their power from the incredible advanced made through magitech giving them the ability to animate constructs and create objects out of magical energy.

PALADIN OF THE FLAME

Paladins of the flame have sworn their allegiance to power entities from the domain of Fire. Such creatures can include powerful dragons, elementals, fiends, or even the gods themselves. Regardless of who their master is, one can be certain that these paladins will enforce the blazing fury of their patron's wrath against their enemies.

PALADIN OF WINTER

Paladins of winter have pledged their allegiance to the domain of cold and frost. Although, paladins of this oath typically align themselves with entities of this respective domain some have been known to serve in closely related domains as well. For example, many paladins of winter often find themselves in the service of the domain of the dead due to the connection of death with cold.

PALADINS OF THE SEAS

Paladins of this domain have sworn themselves to the ocean itself. Whereas some paladins view such an oath as overseeing the divine or elemental balance of such a domain; other treat it as an oath of exploration, wherein they aid sailors by navigating across the hazardous waves, while braving the terrible storms, or even fighting off sea monsters. Others even view the ocean as a new frontier to conquer, using their abilities to become pirates or nautical warmonger to claim the seas as their own.

PALADINS OF THE EARTH

Those who swore an oath to the domain of Earth typically serve power Celestial or Elementals who are associated with crafting the very foundations of the world. These paladins are able to call upon the very might of creation itself to immovably stand in the way of anything that seeks to defy their masters.



PALADIN APPRENTICE

medium humanoid, varies

Armor Class 18 (Chain Mail + Shield)
Hit Points 51 (6d8+18)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Str +6, Dex +3, Con +6, Int +4, Wis +6, Cha +6

Skills Athletics +5, Religion +5, Perception +5

Condition Immunities diseased, poisoned

Senses passive Perception 15

Languages Common, Celestial, and one language of its choice

Proficiency Bonus +2

Challenge 4 (1100 xp)

Divine Aura The paladin apprentice can add its Charisma modifier each of its saving throws (already included in bonus)

Divine Courage The paladin apprentice has advantage on saving throws against being charmed or frightened.

Divine Sense The paladin apprentice can pinpoint the location of a fiend or undead within 60ft. of them.

Hallowed Armor Whenever fiends or undead make an attack against the paladin apprentice, it must do so with disadvantage. The paladin apprentice also has advantage on saving throws against their effects.

Hallowed Strike If the paladin apprentice makes a weapon attack against a Fiend or Undead, it can deal an additional 5(1d8) radiant damage on each of its damage rolls.

SPELLCASTING

The paladin apprentice is a 6th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

1st Level Spells(4 slots) *Bless, Divine Favor, Guiding Bolt, Protection from Good and Evil, Shield of Faith*

2nd Level Spells(3 slots) *Spiritual Weapon*

Actions

Multiattack. The paladin apprentice can use their Divine Smite (if available) and make two longsword attacks on their turn.

Longsword. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit* 8 (1d8+3) slashing damage.

Divine Smite (Recharge 5-6). The paladin apprentice can imbue their weapon with divine magic. Until the end of their next turn, the paladin apprentice can deal an additional 9(2d8) radiant damage on each of its weapon attacks until the end of its next turn.



PALADIN WARRIOR

medium humanoid, varies

Armor Class 20(Plate Armor + Shield)

Hit Points 77(9d8+36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	12 (+1)	18 (+4)	18 (+4)

Saving Throws Str +8, Dex+4, Con +8, Int +5, Wis+8, Cha +8

Skills Athletics +8, Religion +10, Perception +8

Condition Immunities diseased, poisoned

Senses passive Perception 18

Languages Common, Celestial, and one language of its choice

Proficiency Bonus +4

Challenge 9 (5000 xp)

Divine Aura The paladin warrior can add its Charisma modifier each of its saving throws (already included in bonus)

Divine Courage The paladin warrior has advantage on saving throws against being charmed or frightened.

Divine Sense The paladin warrior can pinpoint the location of a fiend or undead within 120ft. of them.

Hallowed Armor Whenever fiends or undead make an attack against the paladin warrior, it must do so with disadvantage. The paladin warrior has advantage on saving throws against their effect.

Hallowed Strike If the paladin warrior makes a weapon attack against a Fiend or Undead, it can deal an additional 9(2d8) radiant damage.

SPELLCASTING

The paladin warrior is a 9th level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

1st Level Spells(4 slots) *Bless, Divine Favor, Guiding Bolt, Protection from Good and Evil, Shield of Faith*

2nd Level Spells(3 slots) *Spiritual Weapon, Zone of Truth*

3rd Level Spells(2 slots) *Beacon of Hope, Daylight, Spirit Guardians*

Actions

Multiattack. The paladin warrior can use their Divine Smite (if available) and make two longsword attacks on their turn.

Longsword. *Melee Weapon Attack:* +8 to hit, 5ft., one target. *Hit* 8 (1d8+3) slashing + 5 (1d8) radiant damage.

Divine Smite (Recharge 5-6). The paladin warrior can imbue their weapon with divine magic. Until the end of their next turn, the paladin warrior can deal an additional 18(4d8) radiant damage on each of its weapon attacks until the end of its next turn.

PALADIN CHAMPION

medium humanoid, varies

Armor Class 20(Plate Armor + Shield)

Hit Points 171(18d8+90)

Speed 30ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

20 (+5) 10 (+0) 20 (+5) 14 (+2) 20 (+5) 20 (+5)

Saving Throws Str +10, Dex+5, Con +10, Int +6, Wis+10, Cha +10

Skills Athletics +11, Religion +14, Perception +11

Condition Immunities diseased, poisoned

Senses passive Perception 21

Languages Common, Celestial, and one language of its choice

Proficiency Bonus +6

Challenge 18 (20000 xp)

Divine Aura The paladin champion can add its Charisma modifier each of its saving throws (already included in bonus)

Divine Courage The paladin champion has advantage on saving throws against being charmed or frightened.

Divine Resurrection(1/day) Upon dropping to 0 hitpoints, the paladin champion can be revived by their divine deity and regains half their hitpoint maximum.

Divine Sense The paladin champion can pinpoint the location of a fiend or undead within 300ft. of them.

Hallowed Armor Whenever fiends or undead make an attack against the paladin champion, it must do so with disadvantage. The paladin champion has advantage on saving throws against their effects.

Hallowed Strike If the paladin champion takes the Attack action against a Fiend or Undead, it can deal an additional 14(3d8) radiant damage.

Legendary Resistances(3/day) Upon failing a saving throw, the paladin champion can choose to succeed. Upon a successful saving throw, the paladin champion can make a melee weapon attack against a creature within range. This special attack can benefit from Divine Smite(even if it is not available).

Turning Presence Undead or fiends that first enter or starts its turn within 120ft. of the Paladin champion must succeed a DC 18 Wisdom saving throw or become turned for one minute. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

If these creature's are reduced to 0 hitpoints while turned, it is immediately destroyed and cannot reform on another plane.

SPELLCASTING

The paladin champion is a 18th level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks).

1st Level Spells(4 slots) *Bless, Divine Favor, Guiding Bolt, Protection from Good and Evil, Shield of Faith*

2nd Level Spells(3 slots) *Spiritual Weapon, Zone of Truth*

3rd Level Spells(3 slots) *Beacon of Hope, Daylight, Spirit Guardians*

4th Level Spells(3 slots) *Aura of Life, Divination, Guardian of Faith*

5th Level Spells(2 slots) *Circle of Power, Destruction Wave, Holy Weapon, Hallow, Dispel Evil and Good*

Actions

Multiattack. The paladin champion can use their Divine Smite (if available) and make two longsword attacks on their turn.

Longsword. *Melee Weapon Attack:* +11 to hit, 5ft., one target. *Hit* 10 (1d8+5) slashing + 5 (1d8) radiant damage.

Divine Smite (Recharge 5-6). The paladin champion can imbue their weapon with divine magic. Until the end of their next turn, the paladin champion can deal an additional 27(6d8) radiant damage on each of its weapon attacks until the end of its next turn.

Legendary Actions(3/turn)

The paladin champion can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Movement(1 action) The paladin champion can move up to half its movement speed without provoking attack of opportunity.

Divine Empowerment (2 actions) The paladin champion can choose to reroll a d6 to recharge its Channel Divinity or Divine Smite Ability.

Resilience(3 actions) The paladin champion end one condition or spell effect on itself.

PALADIN INQUISITOR

Antimagic Smite(Replaces Hallowed Strike) The paladin inquisitor can deal additional force damage to a creature affected by or concentrating on a spell effect.

Arcane Sense(Replaces Divine Sense) The paladin inquisitor can pinpoint the location of a spell effect and its type within range. The paladin inquisitor can also determine if a creature is a spellcaster.

Magical Attacks Whenever the paladin inquisitor deals radiant damage, it can choose to treat the damage as force instead. Additionally, its weapon attacks are considered magical for the purpose of overcoming resistance.

Magical Resistance (Replaces Hallowed Armor) The paladin inquisitor has advantage on saving throw against spell effects.

SPELLCASTING

The paladin inquisitor gains the following additional spells

1st Level Spells *Detect Magic, Identify*

3rd Level Spells *Locate Object*

3rd Level Spells *Counterspell, Dispel Magic*

4th Level Spells *Locate Creature*

5th Level Spells *Scrying*

Channel Divinity

Instead of using their divine smite, the Paladin Inquisitor can use a Channel Divinity Option instead.

Antimagic Field(Recharge 5-6) The paladin inquisitor can create a localized antimagic field in a 10ft. radius around a spot they can see within 60ft. This effect lasts for one minute, or until the paladin inquisitor uses this ability again or is incapacitated.

PALADIN WARDEN

Otherworldly Smite(Replaces Hallowed Strike) The paladin warden can deal additional force damage to one of the following creature types: Aberration, Celestials, Dragon, Elemental, Fiend, and Fey

Otherworldly Sense(Replaces Divine Sense) The paladin warden can pinpoint the location of one of the following creature types within range: : Aberration, Celestials, Dragon, Elemental, Fiend, and Fey.

Otherworldly Strikes(Replaces Hallowed Strike) If the paladin warden makes a weapon against a Aberration, Celestials, Dragon, Elemental, Fiend, or Fey, it can deal an additional force damage.

Otherworldly Wards(Replaces Hallowed Armor) Whenever Aberration, Celestials, Dragon, Elemental, Fiend, or Fey make an attack against the paladin warden, it must do so with disadvantage. The paladin warden has advantage on saving throws against their effects as well

SPELLCASTING

The paladin warden gains the following additional spells

1st Level Spells *Detect Magic, Identify*

2nd Level Spells *Moonbeam, Hold Person, See Invisibility*

3rd Level Spells *Counterspell, Dispel Magic*

4th Level Spells *Locate Creature, Banishment*

5th Level Spells *Banishing Smite, Dispel Evil and Good, Hold Monster*

Channel Divinity

Instead of using their divine smite, the paladin warden can use a Channel Divinity Option instead.

Banishment(Recharge 5-6) All creatures within a 30ft. radius must succeed a Charisma saving throw or become banished for one minute. Creatures can repeat the saving throw to end the effect upon a success. If the creature is a Aberration, Celestials, Dragon, Elemental, Fiend, or Fey, it returns to its plane of existence.

WAR PALADIN

Divine Weapon The war paladin's attacks count as magical for the purpose of overcoming resistance.

Crusader Force The war paladin has advantage on initiative checks

SPELLCASTING

The war paladin gains the following additional spells

2nd Level Spells *Magic Weapon*

3rd Level Spells *Conjure Barrage, Haste*

5th Level Spells *Conjure Volley, Swift Quiver*

Channel Divinity

Instead of using their divine smite, the war paladin can use a Channel Divinity Option instead.

Conquering Presence (Recharge 5-6) Until the end of their next turn, the war paladin has advantage on attack rolls until the end of its next turn. For the duration of this effect, whenever the paladin takes the Attack action, it can make one additional weapon attack as part of that action.

Reactions

Divine Strike When the war paladin or a creature within 30ft. of the war paladin that it can see makes an attack, the war paladin can cause that attack to have advantage.

CROWNGUARD

Crown's Challenge Whenever the crownguard hits a creature with a weapon attack, that creature suffers disadvantage on all attack rolls against all creatures except for the crownguard

SPELLCASTING

The crownguard gains the following additional spells

1st Level Spells *Command, Charm Person, Shield*

2nd Level Spells *Suggestion, Warding Bond*

4th Level Spells *Stoneskin*

5th Level Spells *Dominate Person*

Channel Divinity

Instead of using their divine smite, the crownguard can use a Channel Divinity Option instead.

Reflective Aegis(Recharge 5-6) Until the end of their next turn, the crownguard is able to encase itself in a shield of magical energy. Whenever a creature hits the crownguard with an attack roll, forces the crownguard to make saving throw against an effect or spell that deals damage, the crownguard takes half damage. The attacker or caster takes the other half of damage instead.

Reaction

Crown's Shield When a creature within 5ft. of the crownguard takes damage, the crownguard can split the damage between itself and the target.

DREADGUARD

Culling Blade The dreadguard has advantage on attack rolls against any creature that has one or more of its allies within 5 feet of it.

Dreadful Strike The dreadguard can deal a critical hit on a 19-20. Upon dealing a critical hit, you can triple the damage die instead.

SPELLCASTING

The dreadguard gains the following additional spells

1st Level Spells *Disguise Self*

2nd Level Spells *Invisibility, Mirror Image, Misty Step*

4th Level Spells *Dimension Door, Greater Invisibility*

5th Level Spells *Mislead, Seeming*

Reactions

Redirection If a creature within 5 feet of the dreadguard misses it with an attack, the paladin can force the dreadguard to reroll that attack against a creature of its choice that is within 5ft. of the dreadguard.

PALADIN AVENGER

No Escape When the paladin avenger uses its Retaliation or makes an attack of opportunity, it can move up to its movement speed as part of that action. This movement does not provoke opportunity attack

Vengeful Strike The paladin avenger takes the Attack action against a creature under its Mark of Vengeance, it can make one additional weapon attack against that creature.

SPELLCASTING

The paladin avenger gains the following additional spells

1st Level Spells *Bane, Hunter's Mark*

2nd Level Spells *Hold Person*

4th Level Spells *Locate Creature*

5th Level Spells *Hold Monster, Scrying*

Bonus Actions

Mark of Vengeance The paladin avenger can mark one creature it can see within range. While under this mark, the paladin avenger has advantage on attack rolls against that creature and can pinpoint its location as long as it is on the same plane of existence as them.

Reactions

Retaliation When the paladin avenger takes damage, it can make a weapon attack against that creature if it is within range.

DEATH KNIGHT

- **Challenge Rating** Increases by 2

Celestial Sense (Replaces Divine Sense) The paladin can pinpoint the location of a living or undead creatures (other than constructs) within range.

Cursed Armor (Replaces Hallowed Armor) Whenever living creatures (other than undead or constructs) make an attack against the death knight, it must do so with disadvantage. The paladin has advantage on saving throws against those creature's effects as well

Cursed Strike (Replaces Hallowed Strike) If the death knight takes the Attack action against a living creature (other than undead or constructs), it can deal an additional necrotic damage instead.

Dark Gift Whenever the paladin deals radiant damage, it can choose to treat the damage as necrotic instead.

Death Touched Creatures reduced to 0 hitpoints by the death knight's attacks or spells are immediately killed.

Turn the Living(Replaces Turning Presence) Living creatures (excluding undead or constructs) that first enter or starts its turn within 120ft. of the Paladin must succeed a Wisdom saving throw or become turned for one minute. While turned, creatures cannot regain hitpoints. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

SPELLCASTING

The death knight gains the following additional spells

1st Level Spells *Bane, Inflict Wounds*

3rd Level Spells *Animate Dead, Summon Undead, Vampiric Touch*

4th Level Spells *Blight*

5th Level Spells *Danse Macabre, Negative Energy Flood*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the death knight can use a Channel Divinity Option instead.

Withering Pulse Creatures within a 30ft. radius of the death knight must succeed a Constitution saving throw. On a failed saving throw, it suffers vulnerability to all damage until the end of the target's next turn.

ABYSSAL KNIGHT

- **Languages** Replaces Celestial for Abyssal

Demon Sight The abyssal knight has darkvision of 120ft. It can also see in magical darkness.

Infernal Sense(Replaces Divine Sense) The abyssal knight can pinpoint the location of a Celestial or Devil within 300ft. of them.

Abyssal Armor(Replaces Hallowed Armor) Whenever Celestials or Devils make an attack against the abyssal knight, it must do so with disadvantage. The abyssal knight has advantage on saving throws against their effects as well.

Infernal Strike(Replaces Hallowed Strike) If the abyssal knight takes the Attack action against a Celestial or Devil, it can deal an additional poison damage.

Hellfire Whenever the abyssal knight deals poison damage, it can choose to treat its as poison damage instead. Any poison damage you deal can ignore resistance or immunity

Abyssal Lord Summoned demons do not turn on the abyssal knight and treat them as an ally, even when they lose concentration on that spell effect.

Abyssal Presence (Replaces Turning Presence) Celestials and Devils that first enter or starts its turn within 120ft. of the Paladin must succeed a Wisdom saving throw or become turned for one minute. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

SPELLCASTING

The abyssal knight gains the following additional spells

1st Level Spells *Ray of Sickness, Hellish Rebuke*

2ndLevel Spells *Darkness, Ray of Enfeeblement*

3rd Level Spells *Stinking Cloud, Summon Lesser Fiends*

4th Level Spells *Summon Greater Demon, Sickening Radiance*

5th Level Spells *Infernal Calling, Cloudkill, Contagion*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the abyssal knight can choose to use a Channel Divinity Option instead.

Aura of the Abyss Creatures within a 30ft. radius of abyssal knight must succeed a Constitution saving throw. On a failed saving throw, creatures are considered poisoned for one minute. While poisoned in this manner, creatures cannot recover hitpoints for the duration of this effect. A creature can repeat its saving throw at the end of each of its turns to end the effect.

HELL KNIGHT

- **Languages** Replaces Celestial for Infernal

Devil Sight The hell knight has darkvision of 120ft. It can also see in magical darkness.

Infernal Sense(Replaces Divine Sense) The hell knight can pinpoint the location of a Celestial or Demon within 300ft. of them.

Infernal Armor(Replaces Hallowed Armor) Whenever Celestials or Demon make an attack against the paladin, it must do so with disadvantage. The paladin has advantage on saving throws against their effects as well

Infernal Strike (Replaces Hallowed Strike) If the hell knight takes the Attack action against a Celestial or Demon, it can deal an additional fire damage.

Hellfire Whenever the paladin deals radiant damage, it can treat it as fire damage instead. Any fire damage it deals can ignore resistance or immunity.

Hell Lord Summoned devils do not turn on the Paladin and treat them as an ally, even when they lose concentration on that spell effect.

Infernal Presence(Replaces Turning Presence) Celestials and Demons that first enter or starts its turn within 120ft. of the Paladin must succeed a Wisdom saving throw or become turned for one minute. While turned, creatures cannot regain hitpoints. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

SPELLCASTING

The hell knight gains the following additional spells

1st Level Spells *Burning Hands, Hellish Rebuke*

2nd Level Spells *Darkness, Scorching Ray*

3rd Level Spells *Fireball, Summon Lesser Fiends*

4th Level Spells *Summon Greater Demon*

5th Level Spells *Infernal Calling, Immolation*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the hell knight can choose to use a Channel Divinity Option instead.

Fiendish Visage Creatures within a 30ft. radius of the hell knight must succeed a Wisdom saving throw. On a failed saving throw, that creature is considered frightened for one minute. Frightened creatures can only repeat its saving throw at the end of each of its turns to end the effect by moving outside of its radius.

DRAGON KNIGHT

- **Languages** Replaces Celestial for Draconic

Resistances Its choice of acid, cold, fire, lighting or poison damage

Dragon Sense(Replaces Divine Sense) The dragon knight can pinpoint the location of a Dragon within range

Draconic Armor(Replaces Hallowed Armor) Whenever dragons make an attack against the paladin, it must do so with disadvantage. The paladin has advantage on saving throws against their effects as well

Draconic Strike(Replaces Hallowed Strike) If the dragon knight takes the Attack action against a dragon, it can deal an additional damage from one of the following types: acid, cold, fire, lightning, or poison.

Draconic Strike Whenever the dragon knight deals radiant damage, it can choose to treat its as one of the following damage types of its choice: acid, cold, fire, lightning, or poison.

Frightening Presence (Replaces Turning Presence) Creatures that first enter or starts its turn within 120ft. of the dragon knight must succeed a Wisdom saving throw or become frightened for one minute. Creatures can repeat its saving throw to end the effect at the end of each of its turns. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

SPELLCASTING

The dragon knight gains the following additional spells

1st Level Spells *Burning Hands, Frost Fingers*

3rd Level Spells *Ashardalon's Stride, Fly*

5th Level Spells *Cone of Cold, Summon Draconic Spirit*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the dragon knight can choose to use a Channel Divinity Option instead.

Dragon's Breath As an action, creatures in a 30ft. cone must succeed a Dexterity saving throw or take damage equal to twice the dragon knight's proficiency bonus on a failed saving throw. On a successful saving throw, creatures take half damage. The damage dealt is the dragon knight's choice of acid, cold, fire, lightning or poison damage.

For example, a dragon knight apprentice would deal 18 (4d8) damage. On a successful saving throw, creatures only take half damage.

ELDER GUARD

- **Languages** All languages, telepathy 120ft.

Aberrant Strike Whenever the elder guard deals radiant damage, it can choose to treat that damage as psychic damage instead.

Amplified Madness (Replaces Hallowed Strike) The elder guard deals an additional 5(1d8) psychic damage to creatures that are charmed, stunned, or frightened.

Psychic Sense (Replaces Divine Sense) The elder guard can pinpoint the location of a creature within range

Psychic Reflection (Replaces Hallowed Armor) Whenever the elder guard takes damage from a creature within 5ft. of it, that creature takes 5(1d8) psychic damage as well

Psychic Reflection Whenever the elder guard is subjected to an effect that charms, frightens, or stuns, it is unaffected and reflects the effect back at the caster. The caster must make a saving throw against the elder guard's spell DC.

On a failed saving throw, the caster suffers from that condition for one minute. At the end of each of its turn, that creature can repeat its saving throw to end the effect.

Maddening Presence(Replaces Turning Presence) Creatures that first enter or starts its turn within 120ft. of the elder guard must succeed a Wisdom saving throw or take 5(1d8) psychic damage. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

SPELLCASTING

The elder guard gains the following additional spells

1st Level Spells *Arms of Hadar, Charm Person*

2nd Level *Suggestion, Confusion*

3rd Level Spells *Fear, Slow, Hunger of Hadar, Hypnotic Pattern, Summon Aberration*

4th Level Spells *Charm Person, Evard's Black Tentacles*

5th Level Spells *Dominate Person, Dream, Contact other Plane, Geas, Telekinesis*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the elder guard can choose to use a Channel Divinity Option instead.

Gaze of the Far Realm Creatures within a 30ft. radius of the elder guard must succeed a Wisdom saving throw. On a failed saving throw, that creature is considered stunned for one minute. Creatures can repeat its saving throw at the end of each of its turns to end the effect upon a success.

SPIDER GUARD

- **Damage Resistances** Poison
- **Movement** Climb 30ft.

Poisoned Strike (Replaces Hallowed Strike) When the Spider Guard hits a creature with a weapon attack, the target must succeed a Constitution saving throw or become poisoned until the end of its next turn.

Spider Climb The spider guard can climb difficult surfaces (including ceilings) without needing to make an ability check

Web Sense(Replaces Divine Sense) While in contact with a web, the spider guard knows the exact location of any other creature in contact with the same web.

Web Walker The spider guard ignores movement restrictions caused by webbing.

Venomous Strike Whenever the Spider Guard deals radiant damage, it can choose to treat that damage as poison damage instead.

SPELLCASTING

The spider guard gains the following additional spells

1st Level Spells *Entangle, Find Familiar, Ray of Sickness*

2nd Level *Flock of Familiars, Hold Person, Melf's Acid Arrow, Summon Beast, Web*

3rd Level Spells *Conjure Animals, Stinking Cloud*

4th Level Spells *Grasping Vine, Phantasmal Killer*

5th Level Spells *Cloudkill, Hold Monster*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the spider guard can choose to use a Channel Divinity Option instead.

Spider Queen's Bindings Creatures within a 30ft. radius of the spider guard must succeed a Strength saving throw or become ensnared in venomous webs. On a failed saving throw, that creature is considered restrained for one minute. Creatures can repeat its saving throw at the end of each of its turns to end the effect upon a success. At the start of each of its turns, a restrained creatures take 7(2d6) poison damage

PALADIN OF THE STORM

- **Damage Resistances** Thunder, Lightning

Storm Force When the Paladin of the Storm deals lightning damage, the target cannot take reactions until the end of its next turn.

Wrath of the Storm When the Paladin of the Storm deals thunder damage to a creature, the target is pushed back an additional 5ft.

Tempest Strike Whenever the Paladin of the Storm deals radiant damage, it can choose to treat that damage as lightning or thunder damage(the Paladin of the Storm's choice) instead.

SPELLCASTING

The Paladin of the Storm gains the following additional spells

1st Level Spells *Fog Cloud, Thunderwave, Witch Bolt*

2nd Level *Levitate, Hold Person*

3rd Level Spells *Call Lightning, Fly Lightning Bolt, Thunderstep, Wind Wall*

4th Level Spells *Storm Sphere*

5th Level Spells *Control Winds, Far Step, Hold Monster*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the spider guard can choose to use a Channel Divinity Option instead.

Thunderburst The Paladin of the Storm can use its bonus action to surround itself in a roiling storm for 1 minute. Creatures that first enters or starts its turn within 10ft. of the Paladin of the Storm takes 9(2d8) lightning damage and cannot take reactions until the end of its next turn. If a creature ends its turn within this area, it takes 9(2d8) thunder damage and is deafened until the end of its next turn. This area is also considered difficult terrain for all creatures except for the Paladin of the Storm.

FEY GUARD

- **Damage Resistances** Psychic

Fey Resilience The Fey Guard has advantage on saving throws against effects that would charm or frighten it

Fey Redirection When the Fey Guard succeed against a saving throw that would charm or frighten it, the Fey Guard can redirect the effect back at its attacker. The attacker must make a saving throw against the Fey Guard's spell DC to resist the effect.

Fey Strike Whenever the Fey Guard deals radiant damage, it can choose to treat that damage as psychic damage instead.

Fey Ward(Replaces Hallowed Armor) Whenever Fey make an attack against the paladin warden, it must do so with disadvantage. The paladin warden has advantage on saving throws against their effects as well

Magic Resistance The Fey Guard has advantage on saving throws against spells and magical effects

SPELLCASTING

The Fey Guard gains the following additional spells

1st Level Spells *Charm Person, Color Spray, Disguise Self, Faerie Fire, Sleep*

2nd Level *Invisibility, Mirror Image, Moonbeam, Misty Step, Phantasmal Force, Suggestion*

3rd Level Spells *Dispel Magic, Fast Friends, Fear, Hypnotic Pattern*

4th Level Spells *Confusiion, Greater Invisibility, Hallucinatory Terrain, Phantasmal Killer*

5th Level Spells *Dominate Person, Mislead, Seeming*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the Fey Guard can choose to use a Channel Divinity Option instead.

Hallucination The Fey Guard can force creatures of its choice within 30ft. of it to make a Wisdom saving throw against its spell save DC. On a failed saving throw, the target is considered to be charmed or frightened(the Fey Guard's choice.) For the duration of this effect, charmed or frightened creatures is lost in a illusory realm, the appearance of the Fey Guard's choice. The creature can see and hear only itself, the Fey Guard, and the illusion.

TECH GUARD

Magic Sense(Replaces Divine Sense) The Tech Guard can pinpoint the location of a spell effect and its type within range.

Magitech Strike Whenever the Tech Guard deals radiant damage, it can choose to treat that damage as force damage instead. Additionally, its weapon attacks are considered magical for the purpose of overcoming resistance.

Magic Resistance The Fey Guard has advantage on saving throws against spells and magical effects

Magitech Armor(Replaces Hallowed Armor) Whenever Constructs make an attack against the Tech Guard, it must do so with disadvantage. The Tech Guard has advantage on saving throws against their effects as well

SPELLCASTING

The Tech Guard gains the following additional spells

1st Level Spells *Magic Missile, Shield, Tenser's Floating Disk*

2nd Level *Cloud of Daggers*

3rd Level Spells *Counterspell, Dispel Magic, Lightning Bolt, Summon Construct*

4th Level Spells *Fabricate, Otiluke's Resilient Sphere, Summon Construct*

5th Level Spells *ANimate Objects, Bigby's Hand, Creation*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the Tech Guard can choose to use a Channel Divinity Option instead.

Arcane Hacking As an action, all constructs within 30ft. of the Tech Guard must succeed a Intelligence saving throw or become charmed by the Tech Guard for one minute. Charmed creatures can repeat its saving throw at the end of each of its turns to end the effect on a success. While charmed in this manner, the construct is considered to be an ally of the Tech Guard and obeys its commands to the best of its ability. Upon a successful saving throw, affected creatures are immune to this effect for the next 24 hours.

PALADIN OF THE FLAME

- **Damage Resistances** Fire
- **Languages** Ignan, Primordial

Blazing Strike Whenever the Paladin of the Flame deals radiant damage, it can choose to treat that damage as fire damage instead.

Heated Body When a creature grapples or hits the Paladin of the Flame with a melee attack while within 5ft. of it, it takes 5(1d8) fire damage

Fiery Ward The Paladin of Flame has advantage on saving throws against effects that deal fire damage. When the Paladin of Flame succeeds a saving throw against an effect that deals fire damage, it takes no damage instead.

SPELLCASTING

The Paladin of the Flame gains the following additional spells

1st Level Spells *Burning Hands, Fog Cloud*

2nd Level *Darkness, Heat Metal, Scorching Ray*

3rd Level Spells *Daylight, Fireball, Stinking Cloud*

4th Level Spells *Fire Shield, Summon Elemental, Wall of Fire*

5th Level Spells *Cloudkill, Conjure, Elemental, Immolate*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the Paladin of Flame can choose to use a Channel Divinity Option instead.

Fire Storm The Paladin of the Flame can use its bonus action to surround itself in a blazing inferno for 1 minute. Creatures that first enters or starts its turn within 10ft. of the Paladin of the flame takes 7(2d6) fire damage. If a creature ends its turn within this area, it takes an additional 7(2d6) fire damage.

PALADIN OF WINTER

- **Damage Resistances** Cold
- **Languages** Ignan, Primordial

Frigid Strike Whenever the Paladin of Winter deals radiant damage, it can choose to treat that damage as cold damage instead.

Frozen Ward The Paladin of Winter has advantage on saving throws against effects that deal cold damage. When the Paladin of Winter succeeds a saving throw against an effect that deals cold damage, it takes no damage instead.

Ice Stride The Paladin of Winter can move through difficult terrain caused by ice without having to make an ability check or expend additional movement.

SPELLCASTING

The Paladin of Winter gains the following additional spells

1st Level Spells *Frost Fingers, Fog Cloud, Grease, Ice Knife*

2nd Level *Cloud of Daggers, Hold Person, Snilloc's Snowball Storm, Spike Growth*

3rd Level Spells *Sleet Storm, Slow*

4th Level Spells *Ice Storm*

5th Level Spells *Cone of Cold, Hold Monster*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the Paladin of Winter can choose to use a Channel Divinity Option instead.

Blizzard The Paladin of the Flame can use its bonus action to surround itself in a swirling blizzard for 1 minute. Creatures that first enters or starts its turn within 10ft. of the Paladin of Winter takes 9(2d8) cold damage. If a creature ends its turn within this area, its movement speed is halved until the end of its next turn..

PALADIN OF THE SEAS

- **Movement** 30ft. swim
- **Languages** Aquan, Primordial

Aquatic Warrior While underwater, the Paladin of the Seas has advantage on attack rolls.

Amphibious The Paldin of the Seas can breathe in air and in water

Tidal Strike Whenever the Paladin of the Seas deals radiant damage, it can choose to treat that damage as acid damage instead.

Ward of the Sea The Paladin of Seas has advantage on Strength and Dexterity saving throws while underwater

SPELLCASTING

The Paladin of the Seas gains the following additional spells

1st Level Spells *Fog Cloud, Grease, Tasha's Caustic Brew*

2nd Level *Create and Destroy Water, Melf's Acid Arrow*

3rd Level Spells *Tidal Wave, Waterbreathing, Waterwalking, Wall of Water*

4th Level Spells *Summon Elemental, Watery Sphere*

5th Level Spells *Conjure Elemental, Maelstrom*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the Paladin of the Seas can choose to use a Channel Divinity Option instead.

Whirlpool The Paladin of the Sea can use its bonus action to surround itself in a raging vortex of water for 1 minute. Creatures that first enters or starts its turn within 10ft. of the Paladin of the Seas takes 9(2d8) acid damage. If a creature ends its turn within this area, it takes an additional 9(2d8) bludgeoning damage and is pushed back 10ft..

PALADIN OF THE EARTH

- **Movement** 30ft. Climb
- **Languages** Terran, Primordial

Siege Monster The Paladin of Earth deals double damage to buildings and objects

Stone's Defense When the Paladin is hit with a critical hit, it takes normal damage instead.

Spider Climb The Paladin of the Earth can climb difficult surfaces without eneding to make an ability check

Terran Strike Whenever the Paladin of the Earth deals radiant damage, it can choose to treat that damage as force damage instead.

SPELLCASTING

The Paladin of the Seas gains the following additional spells

1st Level Spells *Catapult, Earth Tremor*

2nd Level *Maximilian's Earhth Grasp, Spike Growth*

3rd Level Spells *Meld into Stone*

4th Level Spells *Stoneskin, Summon Elemental*

5th Level Spells *Bigby's Hand, Conjure Elemental, Wall of Stone*

Channel Divinity(Recharge 5-6)

Instead of using their divine smite, the Paladin of the Seas can choose to use a Channel Divinity Option instead.

Stone Armor The Paladin of the Earth can use its bonus action to surround itself in armor made of stone for one minute. While in this state, the Paladin gains a number of temporary hitpoints equal to 10 times half its proficiency bonus(rounded down). While in this state, the Paladin can deal an additional 1d8 on its weapon damage rolls and its AC increases by 3.

RANGERS

Rangers are skilled explorers who serve as the first line of defense for civilization against the dangers of the wilds.

When one thinks of a ranger, one typically thinks of an individual who uses their special connection to nature and their environment to their advantage against their enemies.

Although this is the case for many rangers, these warriors are much more versatile and diverse as many serve as interplanar wardens, monster hunters, or even emissaries or agents for supernatural creatures.

RANGER GOALS

Because of their diverse skills, one can encounter a ranger in a variety of different situations. Many rangers serve as guardians for sacred druidic grounds or the protectors of the frontier for prominent nations. Others may function as their own independent faction as mercenaries for hire to deal with monstrous threats, escort people through dangerous lands, or even function as assassins or bounty hunters.

RANGER TACTICS

One of the signature traits of a ranger is their ability to adapt to any environment, whether it be tangled jungles, bustling metropolises, or barren wastelands. Since most rangers lack the martial prowess of dedicated warriors and the arcane potential of paladins or spellblades, rangers primarily rely on preparation to gain an edge against their foes.

PREPARED COMBATANT

The ranger's primary goal in combat is to stay steps ahead of their opponent. They rely heavily on hit-and-run tactics and will only engage opponents in prolonged fights if victory can be acquired in a matter of seconds.

ENVIRONMENTAL FIGHTERS

One of their key weapons is their ability to use their environment to hide from sight or to make a quick escape. Depending on their specific training, some rangers have various tools at their disposal to specifically fight in such environments.

GUERRILLA TACTICS

Ambush tactics are their favored manner of combat. After their ambush is triggered, the ranger's primary strategy is eliminating the weakest threats first before making a quick escape. When engaging stronger opponents, the ranger's greatest advantage is patience, as they will slowly wear down their opponent through a series of guerilla tactics.

TARGETED FOCUS

Due to their evasive tactics, rangers tend to focus their attacks on a single opponent at a time. Thanks to their hunter's mark, rangers are able to keep track of their quarry while staging multiple ambushes.

ADVENTURER TACTICS

When fighting a ranger, the best tactic is to limit their ability to use their environment to slip away. Limiting their ability to easily escape drastically limits their effectiveness in combat. However, if a ranger is unable to quickly disengage, one should still proceed with caution as they possess a variety of potent spells that can be used in a dire situation.

RANGER TYPES

Rangers can be categorized into three specific categories based on their experience.

RANGER SCOUT

Ranger scouts are often recruits in many ranger conclaves. Despite their relative inexperience, their keen awareness and knowledge of their surroundings still makes their skills quite valuable.

RANGER PATHFINDER

These rangers are seasoned explorers that are able to quickly adapt to a situation. Many ranger pathfinders can be hired to serve as guides for treacherous environments or to protect settlements from rampaging monsters.

RANGER REALMKEEPER

Realmkeepers are legendary guardians of civilization. Realmkeepers are often responsible for maintaining order over large swathes of territory. They often accomplish this by establishing ranger conclaves to train new recruits and to cover more ground. Due to their tireless vigilance, realmkeepers are often the first lines against cataclysmic incursion, even before the rest of civilization is aware of impending doom.

RANGER TYPES

There are numerous ranger archetypes, each dedicated to their own specific area of expertise.

BEASTMASTER

Beastmasters are characterized by their close connection to the beasts of the wilds. Their primal attunement allows them to call beasts to come to their aid. These rangers are known for their fierce fighting style as they fight in unison with the bestial allies.

BOUNTY HUNTERS

Whereas most rangers are attuned to the wilds beyond the walls of civilization, urban rangers can navigate sprawling metropolises with ease. Bounty hunters specialize in tracking down their quarry, even amidst the bustling crowds of the largest cities. Not only are they expert trackers, but they have a variety of tools at their disposal that allows them to quickly detain and incapacitate their opponents.

FROST WARDENS

Frost wardens specialize in traversing frigid wastelands and icy tundras. They have learned to use their treacherous environment to their advantage, as they are able to use the ice to quickly patrol their lands. These rangers are often notorious for their ability to seemingly vanish into the snow.

FLAME WARDENS

Flame wardens are a sect of guardians who safeguard the Material Plane from elemental incursions from the Plane of Fire. Flame wardens often undergo similar training to that of many druids. This training provides them the necessary attunement needed to maintain the balance of the elements, even if it means traveling to the Plane of Fire itself.

GLOOMSTALKER

Gloomstalkers employ a special form of guerilla warfare used by many races of the Underdark such as drow or duergar. These rangers have learned to blend into the shadows to become completely invisible. Despite their origins in the Underdark, gloomstalkers are surprisingly common as their skills allows them to serve as assassins, bounty hunters, or spies.

GLADERUNNERS

Gladerunners are the dedicated guardians of many woodland realms. Many gladerunners practice many druidic disciplines to enhance their bond with nature. Thanks to their special magical connection, Gladerunners are able to navigate through the forest with ease to drive off those who seek the careful balance of their homes.

GRAVEWARDENS

Gravewardens have devoted themselves to be watchers of life and death. Their primary purpose is to safeguard the dead from those who wish to disrupt or pervert the magic of life and death. Although gravewardens seek to destroy those who wish to use the necromantic practices for malevolent intent, gravewardens are not averse to raising the dead to fight on their behalf and have been known to temporarily call upon the undead to aid them in battle.

FORGE WATCHER

Forge watchers are a rare ranger conclave, typically only found in societies that possess advanced magitech. Forge watchers ensure that magitech is used responsibly. Their duties often include tracking down rogue constructs and preserving (or destroying) powerful artifacts and relics.

HELL HUNTERS

Hell hunters are a fearsome conclave of rangers dedicated to stopping fiendish incursions on the Material Plane. These warriors typically adorn themselves with armor forged from the Lower Planes itself. Their presence not only strikes fear in the heart of those who oppose them, but also serves as a suitable disguise for their regular raids on the Lower Planes to permanently eliminate troublesome fiends.

HOLY WARDENS

In many realms, many celestials communicate with mortals to enact their will on the Material Plane. Although clerics are used to spread the influence of their deity and paladins often vanquish those who oppose their god, wardens act as the eyes and ears of their deity throughout the planes.

These rangers travel across the multiverse on behalf of their deity, seeking worshipers for their respective deity. Holy wardens also monitor the influence that other divine entities may have on the realm and will eliminate anything that threatens the divine plan of their patron.

INQUISITOR

Inquisitors have a rather unique focus, as they specialize in hunting down spellcasters. Due to the dangerous potential that magic can have when used in the wrong hands, many organizations have developed specific tactics to eliminate arcane threats. In many realms, inquisitors can be quite common in realms with abundant magic, as many factions tend to hire their services.

MONSTER HUNTER

When one thinks of a ranger, monster hunters are one of the first few archetypes that immediately come to mind. These rangers have tirelessly researched the physiology and tactics of many supernatural creatures in the multiverse. Their keen understanding of their opponent allows them to take full advantage of their enemy's weaknesses.

Because of their expertise, monster hunters are able to quickly adapt to fight nearly any monstrous foe. Their careful training allows them to steel their mind from the powerful auras that many of these creatures possess.

MISTBLADE

Mistblades are a mysterious faction of rangers that travel between the Material Plane and the Feywild. These rangers oversee the careful yet chaotic boundaries between both planes. Unlike most mortals, mistblades are able to attune to the psychedelic magics of the Feywild, using it to confound their opponents with illusions and misdirection.

MOONBLADE

Moonblade rangers practice a magical practice that harnesses the power of moonlight. Lunar magic grants the user the supernatural ability to pierce through many magical illusions to reveal the true form of a creature. Because of this, moonblade conclaves often safeguard the mortal realms from many creatures that rely on illusions to prey upon humanoids, such as Fey or Fiends.

PLANERUNNER

Planerunners serve as guardians of the planar boundaries of existence. Their primary purpose is to maintain vigil against planar incursion and to stop those who seek to destroy these barriers. Planerunners have learned to utilize temporal magic to phase between realities to maneuver around the battlefield in the blink of an eye.

SWARMKEEPER

Swarmkeepers are a peculiar ranger conclave whose primal connection is characterized through a symbiotic relationship with a swarm of tiny creatures. These swarms can take a variety of forms depending on their attunement, ranging from elementals, insects, fey, or even leaves. These rangers possess a special magical connection with these swarms, using them to physically ensnare enemies, shield them from harm, and even as a form of transportation.

TIDEKEEPER

Tidekeepers are the vigilant guardians of the oceans. Thanks to their magical connection to the waters, tidekeepers are able to swim at incredible speeds. These rangers excel at underwater combat, which gives them an edge against many land-based threats.

WYRMGUARD

Wyrmguards are a rare ranger conclave who serve as emissaries between mortals and dragons. In many realms, dragons are often feared by many humanoids, and this have resulted in numerous conflicts between both species. To put an end to this disastrous cycle of war, wyrmguards learned to harness to attune to draconic magic. Because of this special attunement, wyrmguards possess a special connection with draconic creatures, allowing them to fight alongside these creatures in unison as well as channel their magic into a column of dragonfire.

RANGER SCOUT

Medium Humanoid, varies

Armor Class 15 (Leather Armor)

Hit Points 45 (6d8+ 18)

Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)	12 (+1)

Skills Perception +5, Stealth +5, Survival +5,

Senses passive Perception 15

Languages Common and one language of choice

Proficiency Bonus +2 **Challenge** 3 (700 xp)

Ambusher The ranger scout has advantage on initiative checks. If the ranger scout attacks a creature that is surprised or has not acted yet in combat, it can do so with advantage and can make one additional weapon attack as part of that Attack action

Keen Senses The ranger scout has advantage on Wisdom (Perception) checks

Land Stride The ranger scout can travel through non-magical difficult terrain without expending additional movements

Steady Aim The ranger scout can grant itself advantage on ranged attack rolls until the start of its next turn. The ranger can only use this feature if it hasn't moved on its turn and its speed is reduced to 0 until the start of its next turn.

Spellcasting

The ranger is an 6th-level Spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ranger has the following spells prepared:

1st Level Spells(4 slots) *Hunter's Mark, Hail of Thorns*

2nd Level Spells (3 slots) *Snare, Pass without a Trace*

Actions

Multiattack. The ranger can make three attack with their shortsword or two attacks with their longbow

Shortsword *Melee Weapon Attack:* +5 to hit, 5ft, one target., *Hit:* 6 (1d6+3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, 150/600ft, one target., *Hit:* 7 (1d8+3) piercing damage. When the ranger scout has advantage on this attack, this attack deals 12 (2d8+3) piercing damage.

Bonus Actions

Skulker The ranger can use its bonus action to Hide





RANGER PATHFINDER

Medium Humanoid, varies

Armor Class 15 (Leather Armor)

Hit Points 102 (12d8+ 48)

Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	18 (+4)	16 (+3)	14 (+2)	18 (+4)	12 (+1)
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Skills Nature +5, Perception +7, Stealth +7, Survival +7

Senses passive Perception 17

Languages Common and one language of choice

Proficiency Bonus +3

Challenge 7 (2900 xp)

Ambusher The ranger has advantage on initiative checks. If the ranger attacks a creature that is surprised or has not acted yet in combat, it can do so with advantage and can make one additional weapon attack as part of that Attack action

Keen Senses The ranger has advantage on Wisdom (Perception) checks

Land Stride The ranger can travel through non-magical difficult terrain without expending additional movement

Sharpshooter The ranger can ignore penalties due to half and three-fourth covers

Steady Aim The ranger can grant itself advantage on ranged attack rolls until the start of its next turn. The ranger can only use this feature if it hasn't moved on its turn and its speed is reduced to 0 until the start of its next turn.

Spellcasting

The ranger is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The ranger has the following spells prepared:

1st Level Spells (4 slots) *Hunter's Mark, Hail of Thorns*

2nd Level Spells (3 slots) *Snare, Pass without a Trace*

3rd Level Spells (2 slots) *Conjure Barrage, Flame Arrows*

Actions

Multiattack. The ranger can make three attacks with their shortsword or two attacks with their longbow

Shortsword *Melee Weapon Attack:* +7 to hit, 5ft, one target., *Hit:* 7 (1d6+4) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, 150/600ft, one target., *Hit:* 8 (1d8+4) piercing damage. When the ranger scout has advantage on this attack, this attack deals 13 (2d8+4) piercing damage.

Bonus Actions

Skulker The ranger can use its bonus action to Hide

RANGER REALMKEEPER

Medium Humanoid, varies

Armor Class 16 (Leather Armor)

Hit Points 170 (20d8+ 80)

Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	18 (+4)	16 (+3)	20 (+5)	12 (+1)

Skills Nature +8, Perception +10, Stealth +10, Survival +10

Senses passive Perception 20

Languages Common and one language of choice

Proficiency Bonus +5

Challenge 15 (13000 xp)

Ambusher The ranger has advantage on initiative checks. If the ranger attacks a creature that is surprised or has not acted yet it combat, it can do so with advantage and can made one additional weapon attack as part of that Attack action

Keen Senses The ranger has advantage on Wisdom (Perception) checks.

Land Stride The ranger can travel through non-magical difficult terrain without expending additional movement

Legendary Resistance(3/day) When the ranger fails a saving throw, they can choose to succeed. Upon using this feature, the ranger can cast a spell as part of this action.

Sharpshooter The ranger can ignore penalties due to half and three-fourth covers

Steady Aim The ranger can grant itself advantage on ranged attack rolls until the start of its next turn. The ranger can only use this feature if it hasn't moved on its turn and its speed is reduced to 0 until the start of its next turn.

Spellcasting

The ranger is an 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The ranger has the following spells prepared:

1st Level Spells(4 slots) *Hunter's Mark, Hail of Thorns*

2nd Level Spells (3 slots) *Invisibility Snare, Pass without a Trace*

3rd Level Spells (2 slots) *Conjure Barrage, Flame Arrows*

4th Level Spells (2 slots) *Lightning Arrow, Greater Invisibility*

5th Level Spells (2 slots) *Conjure Volley, Swift Quiver*

Actions

Multiattack. The ranger can make four attacks with their shortsword or three attacks with their longbow

Longsword *Melee Weapon Attack:* +10 to hit, 5ft, one target., *Hit:* 9 (1d8+5) slashing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, 150/600ft, one target., *Hit:* 9 (1d8+5) piercing damage. When the ranger scout has advantage on this attack, this attack deals 14 (2d8+5) piercing damage.

Bonus Actions

Skulker The ranger can use its bonus action to Hide

Legendary Actions (3/turn)

The ranger can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ranger regains spent legendary actions at the start of its turn.

Nimble Escape(1 action) The ranger can move up to half its movement speed without provoking attacks of opportunity

Hide in Plain Sight (1 action) The ranger can take the Hide action.

Weapon Attack (2 actions) The ranger can make a weapon attack or cast a spell

Resilience (3 actions) The ranger can end one spell effect or condition on itself



Beastmaster

- **Challenge Rating** Increases by 1

Bestial Bond When the beastmaster casts a spell that effects only itself, it can choose to effect one allied beast within 30ft. of it as well.

Pack Tactics The beastmaster has advantage on attack rolls against a creature if at least one of the beastmaster's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spellcasting

The beastmaster has the following additional spells prepared

- **1st Level Spells** *Alter Self, Animal Friendship*
- **2nd Level Spells** *Beast Sense, Flock of Familiars, Summon Beast*
- **3rd Level Spells** *Conjure Animal*
- **4th Level Spells** *Guardian of Nature, Polymorph*
- **5th Level Spells** *Awaken*

Bonus Actions

Alpha's Command The beastmaster can command one friendly beast with 30ft. that can see or hear it to use its reaction to move up to half its movement speed and make a weapon attack against a creature in range

Reactions

Bestial Retaliation When the beastmaster takes damage, it can use its reaction to command an friendly beast within 30ft. of it to use its reaction to move up to half its movement speed and make a weapon attack against the attacker.

Bounty Hunter

Endless Quarry The bounty hunter can double the duration of *Hunter's Mark*, up to a maximum duration of 24 hours.

Keen Strike The bounty hunter can deal a critical hit on a 18-20.

Opportunistic Strike When the bounty hunter takes the Attack action against a creature under a status condition, the bounty hunter can use its bonus action to make one additional weapon attack.

Knockout Blow When the bounty hunter deals a critical hit to a creature, the target must succeed a Constitution saving throw equal to the bounty hunter's spell save DC. On a failed saving throw, the target is knocked unconscious for 10 minutes or until that creature takes damage or a creature uses its action to wake that creature up.

Spellcasting

The bounty hunter has the following additional spells prepared

- **1st Level Spells** *Sleep*
- **2nd Level Spells** *Hold Person, Locate Object, See Invisibility*
- **3rd Level Spells** *Clairvoyance*
- **4th Level Spells** *Locate Creature, Otiluke's Resilient Sphere*
- **5th Level Spells** *Hold Monster, Legend Lore, Scrying*

Reactions

Endless Hunt When the bounty hunter reduces a creature under your *Hunter's Mark* to 0 hitpoints, the bounty hunter can use its reaction to move its *Hunter's Mark* to another creature.



Frost Warden

- **Damage Resistances** Cold

Freezing Mark Creatures under the frost warden's *Hunter's Mark* have its movement speed reduced by 10ft.

Frost Acclimation When the frost warden succeeds a saving throw against an effect that deals cold damage, it takes none instead.

Ice Stride The frost warden can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Sight The frost warden's sight is not obscured by snowfall or fog.

Spellcasting

The frostwarden has the following additional spells prepared

- **1st Level Spells** *Grease, Fog Cloud, Frost Fingers, Ice Knife*
- **2nd Level Spells** *Binding Frost, Hold Person, Spike Growth*
- **3rd Level Spells** *Sleet Storm*
- **4th Level Spells** *Ice Storm*
- **5th Level Spells** *Cone of Cold*

Bonus Actions

Frozen Dash When on icy or snowy terrain, the frost warden can use its bonus action to Dash

Flame Warden

- **Damage Resistances** Fire
- **Languages** Primordial, Ignan

Fireproof The flame warden cannot be set ablaze.

Fiery Evasion When the flame warden succeeds a saving throw against an effect that deals fire damage, it takes no damage instead

Flame Sight The flame warden's vision is not obscured by smoke or open flames.

Spellcasting

The flame warden has the following additional spells prepared

- **1st Level Spells** *Burning hands, Hellish Rebuke*
- **2nd Level Spells** *Scorching Ray, Heat Metal*
- **3rd Level Spells** *Fireball*
- **4th Level Spells** *Fire, Shield, Summon Elemental, Wall of Fire, Web of Fire*
- **5th Level Spells** *Conjure Elemental, Immolate*



Gloomstalker

- **Senses** Darkvision 120ft.
- **Challenge Rating** Increases by 1

Gloom Sight The gloomstalker's vision is not obscured by magical darkness

Shadow Evasion While in dim light or darkness, whenever the gloomstalker fails a saving throw, it takes half damage and none of a success.

Shadow Veil While in darkness, the gloomstalker is obscured from all creatures that rely on sight to see it, even if that creature has darkvision

Spellcasting

The gloomstalker has the following additional spells prepared

- **1st Level Spells** *Fog Cloud*
- **2nd Level Spells** *Darkness, Darkvision, Silence*
- **3rd Level Spells** *Hunger of Hadar*
- **4th Level Spells** *Shadow of Moil*
- **5th Level Spells** *Mislead*

Reactions

Shadowy Dodge When the gloomstalker takes damage, it can use its reaction to take half damage instead.

Gladerunner

- **Languages** Druidic

Floral Armor While motionless, the gladerunner is indistinguishable from a medium plant while lightly obscured by ample plant life

Plant Stride The gladerunner can move through difficult terrain caused by plant's without needing to make an ability check.

Spellcasting

The gladerunner has the following additional spells prepared

- **1st Level Spells** *Cure Wounds, Entangle, Hail of Thorns*
- **2nd Level Spells** *Barkskin, Lesser Restoration, Spike Growth*
- **3rd Level Spells** *Plant Growth*
- **4th Level Spells** *Blight, Grasping Vine, Guardian of Nature*
- **5th Level Spells** *Awaken, Greater Restoration, Mass Cure Wounds, Tree Stride, Wrath of Nature*

Bonus Actions

Druidic Surge(Recharge 5-6) The gladerunner can use its bonus action to regain a number of hitpoints equal to 10 times half the gladerunner's proficiency bonus (rounded down). Upon using this feature, it can end any status conditions on itself.



Gravewarden

- **Damage Resistances** Necrotic

Death's Mark If the gravewarden reduces a creature under its *Hunter's Mark* to 0 hitpoints, that creature is instantly killed. If the creature is an undead, it turns to ash.

Grave Sight The gravewarden can pinpoint the location any undead within 60ft. of it.

Mark of the Dead When the gravewarden reduces a creature to 0 hitpoints that is under its *Hunter's Mark*, the target is immediately killed. If the creature is an undead, it takes an additional 3(1d6) radiant damage from each attack.

Turning Smite When the gravewarden deals a critical hit to an undead creature, it is turned for one minute. A turned creature must spend its turns trying to move as far away from the gravewarden as it can, and it can't willingly move to a space within 30 feet of gravewarden. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action..

Spellcasting

The gravewarden has the following additional spells prepared

- **1st Level Spells** *Detect Good and Evil, Guiding Bolt, Inflict Wounds Protection from Good and Evil*
- **2nd Level Spells** *Blindness/Deafness*
- **3rd Level Spells** *Animate Dead, Death Ward, Speak with Dead*
- **4th Level Spells** *Blight*
- **5th Level Spells** *Antilife Shell, Dispel Evil and Good, Hallow Holy Weapon*

Forge Watcher

Arcane Sight The forge watcher can detect the presence of magic within 120ft. of it.

Deconstructing Mark The forge watcher's attacks deals an additional 1d6 damage to Constructs under *Hunter's Mark*.

Magitech Weaponry The forge watcher's attacks count as magical for the purpose of overcoming resistance and immunity

Siege Monster The forge watcher can deal double damage to buildings and objects

Spellbreaker Creatures have disadvantage on saving throws to maintain concentration on spell effects against he inquisitor's attacks

Spellcasting

The forge watcher has the following additional spells prepared

- **1st Level Spells** *Unseen Servant, Magic Missile*
- **2nd Level Spells** *Spiritual Weapon*
- **3rd Level Spells** *Elemental Weapon, Tiny Servant*
- **4th Level Spells** *Summon Construct*
- **5th Level Spells** *Animate Objects, Bigby's Hand*

Reactions

Adaptability When the forge watcher takes damage, it can grant itself resistance to one damage type of its choice until the start of the forge watcher's next turn



Hell Hunter

- **Senses** Darkvision 120ft.
- **Damage Resistances** Fire, Poison
- **Languages** Abyssal, Infernal
- **Challenge Rating** Increases by 1

Dauntless The hell hunter has advantage on saving throws against being charmed or frightened. On a successful saving throw, the hell hunter is immune to being charmed or frightened by that creature for the next 24 hours

Magical Resistance The hell hunter has advantage on saving throws against spells and magical effects.

Poison Resistance The hell hunter had advantage on saving throws against being poisoned or diseased.

Spellcasting

The hell hunter has the following additional spells prepared

- **1st Level Spells** *Detect Evil and Good, Protection from Evil and Good, Hellish Rebuke*
- **2nd Level Spells** *Ray of Enfeeblement*
- **3rd Level Spells** *Fireball, Conjure Lesser Demons, Stinking Cloud*
- **4th Level Spells** *Conjure Greater Demon*
- **5th Level Spells** *Cloudkill, Infernal Calling*

Holy Warden

- **Damage Resistances** Radiant
- **Languages** Celestial
- **Challenge Rating** increases by 1

Divine Radiance When the holy warden casts a spell that gives off bright light, it is considered sunlight

Divine Resurrection(1/long rest) When the holy warden is reduced to 0 hitpoints, it can regain 1 hitpoint instead. Upon using this feature, creatures within 30ft. of the holy warden that can see it must succeed a Constitution saving throw equal to its spell save DC. On a failed saving throw, that creature is blinded until the end of its next turn

Nullifying Mark The holy warden has advantage on saving throws against spells and magical effects.

Mark of Smiting When the Holy Warden hits a creature under its *Hunter's Mark* with an attack, it takes an additional 3 (1d6) radiant damage.

Spellcasting

The holy warden has the following additional spells prepared

- **1st Level Spells** *Bless, Cure Wounds, Guiding Bolt*
- **2nd Level Spells** *Lesser Restoration, Zone of Truth*
- **3rd Level Spells** *Daylight*
- **4th Level Spells** *Sickening Radiance*
- **5th Level Spells** *Dawn, Flame Strike, Holy Weapon, Mass Cure Wounds, Summon Celestial*



Inquisitor

- **Challenge Rating** Increases by 1

Arcane Sight The inquisitor can detect the presence of magic within 120ft. of it. Additionally, the inquisitor can determine if a creature within 120ft. of it is a spellcaster or not.

Magical Resistance The inquisitor has advantage on saving throws against spells and magical effects.

Nullifying Mark When the inquisitor cast *Hunter's Mark* against on a creature that is concentrating on a spell effect, the inquisitor can add an additional 1d6 force damage whenever the inquisitor hits that creature with an attack.

Spellbreaker Creatures have disadvantage on saving throws to maintain concentration on spell effects against the inquisitor's attacks

Spellcasting

The inquisitor has the following additional spells prepared

- **1st Level Spells** *Detect Magic, Detect Evil and Good, Identify, Protection from Evil and Good*
- **2nd Level Spells** *Nystul's Magic Aura, Silence*
- **3rd Level Spells** *Counterspell, Dispel Magic, Nondetection*
- **4th Level Spells** *Otiluke's Resilient Sphere*
- **5th Level Spells** *Circle of Power, Wall of Force*

Reactions

Spell Counter When a creature within range casts a spell, the inquisitor can use its reaction to make a weapon attack against that creature. Upon a hit, the inquisitor automatically succeeds its saving throw against the spell effect. If the attacker makes a spell attack, the attack is made with disadvantage.

Monster Hunter

- **Challenge Rating** Increases by 1

Exposing Strike When the monster hunter deals a critical hit, the target suffers vulnerability to the damage dealt.

Dauntless The monster hunter has advantage on saving throws against being charmed or frightened. On a successful saving throw, the monster hunter is immune to being charmed or frightened by that creature for the next 24 hours.

Evasion If the monster hunter fails a Dexterity saving throw against an effect that deals damage, it takes half damage. On a successful save, it takes no damage.

Slayer's Mark The monster hunter's attacks can ignore resistance and immunity against a creature under its *Hunter Mark*. If the target is a Aberration, Celestial, Dragon, Elemental, Fey, Fiend, Giant, or Undead, it takes an additional 1d6 damage while under *Hunter's Mark*.

Horde Slayer The monster hunter has advantage on attack rolls if at least two hostile creatures are within 5ft. of it.

Spellcasting

The monster hunter has the following additional spells prepared

- **1st Level Spells** *Detect Evil and Good, Protection from Evil and Good*
- **2nd Level Spells** *Hold Person*
- **3rd Level Spells** *Dispel Magic*
- **4th Level Spells** *Charm Monster*
- **5th Level Spells** *Dispel Evil and Good, Hold Monster*

Reactions

Counter Attack When the monster hunter is hit with an attack, it can use its reaction to make a melee weapon attack against the attacker if it is in range.



Mistblade

- **Languages** Sylvan
- **Damage Resistances** Force, Psychic
- **Challenge Rating** Increases by 1

Fey Resilience The mistblade has advantage on saving throws against being charmed or frightened.

Fey Misdirection When the mistblade succeeds a saving throw against an effect that would charm or frightened them, it can redirect the effect back at the attacker instead.

Misty Strike When the mistblade damages a creature under its *Hunter's Mark*, the target suffers disadvantage on attack rolls until the end of its next turn.

Spellcasting

The mistblade has the following additional spells prepared

- **1st Level Spells** *Color Spray, Charm Person*
- **2nd Level Spells** *Mirror Image, Misty Step, Suggestion*
- **3rd Level Spells** *Fast Friends, Hypnotic Pattern, Summon Fey*
- **4th Level Spells** *Conjure Woodland Beings, Dimension Door*
- **5th Level Spells** *Dominate Person, Far Step*

Bonus Actions

Fey Blink The mistblade can use its bonus action to teleport 40ft. to a spot that it can see within range.

Reactions

Misty Shroud When the mistblade is targeted with an attack, it can use reaction to turn invisible until the start of its next turn and causing the triggering attack to have disadvantage.

Moonblade

Moonlight When the moonblade casts a spell the a spell that gives off light, creatures in range cannot benefit from half or three fourth's cover and cannot benefit from being invisible.

Moon Sight The moonblade can see the true form of creatures shrouded by invisibility or not in its true form.

Moon Shroud The moonblade is immune to effect that would magically change its form against its will

Moonlit Strikes When the moonblade damages a creature that is under an effect that changes its form, that target must succeed a Constitution saving throw equal to the ranger's spell save DC. On a failed saving throw, the target reverts back to its true form.

Silvered Weapons The moonblade's attacks count as magical for the purpose of overcoming resistance

Spellcasting

The moonblade has the following additional spells prepared

- **1st Level Spells** *Guiding Bolt, Faerie Fire*
- **2nd Level Spells** *See Invisibility, Moonbeam*
- **3rd Level Spells** *Daylight*
- **4th Level Spells** *Divination*
- **5th Level Spells** *Flame Strike, Holy Weapon*

Reactions

Moon Dust When the moonblade takes damage from a creature within 30ft. of it, the target must succeed a Dexterity saving throw equal to the moonblade's spell save DC. On a failed saving throw, the next attack until the end of the moonblade's next turn has advantage against the attacker. If the attack hits, the moonblade takes radiant damage equal to a number of d8s equal to the moonblade's proficiency bonus.



Planerunner

- **Damage Resistances** Force

Blink Step When the planerunner spends its movement, it can spend amount of its movement to teleport a distance equal to the amount of movement spent.

Dimensional Awareness The planerunner can determine the type of a creature it can see within 120ft. of it (such as a Fiend, Fey, etc). It can also determine if that particular creature is native to its current plane of existence or not

Phase Walker The planerunner can move through other creatures and objects as if they were difficult terrain. If it ends its turn in an occupied space, the planerunner is shunted to the nearest unoccupied space. It takes 5 (1d10) force damage for every 5ft. it is shunted in this manner.

Spellcasting

The planerunner has the following additional spells prepared

- **1st Level Spells** *Detect Magic, Detect Good and Evil, Protection from Evil and Good*
- **2nd Level Spells** *Blur, Misty Step*
- **3rd Level Spells** *Dispel Magic, Haste*
- **4th Level Spells** *Banishment, Dimension Door*
- **5th Level Spells** *Far Step, Steel Wind Strike, Teleportation Circle, Wall of Force*

Bonus Action

Dimensional Blink When the planerunner can use its bonus action to teleport 40ft. to a spot that it can see within range.

Reactions

Phase Shift When the planerunner takes damage, it can use its reaction to take half damage instead.

Swarmkeeper

- **Challenge Rating** Increases by 1

Swarm Wing The swarm keeper can levitate up to 5ft. above the ground

Mark of the Swarm When the swarmkeeper damages a creatures under its *Hunter Mark*, the target must succeed a Strength saving throw equal to the swarmkeeper's spell save DC. On a failed saving throw, the swarmkeeper can move the target 5ft. or knock prone (its choice)

Spider Climb The swarmkeeper can climb difficult surfaces (including ceilings) without needing to make an ability checks

Writhing Swarm When a creature grapples or hits the swarm keeper with a melee attack while within 5ft. of it, it takes 4(1d8) piercing damage.

Spellcasting

The swarmkeeper has the following additional spells prepared

- **1st Level Spells** *Entangle, Find Familiar*
- **2nd Level Spells** *Flock of Familiars, Spider Climb, Web*
- **3rd Level Spells** *Gaseous Form*
- **4th Level Spells** *Arcane Eye, Giant Insect*
- **5th Level Spells** *Bigby's Hand's Insect Plague*

Bonus Action

Swarming Blink When the swarmkeeper can use its bonus action to teleport 40ft. to a spot that it can see within range

Reactions

Swarm Shield When the swarmkeeper takes damage, it can use its reaction to take half damage instead.



Tidekeeper

- **Languages** Primordial, Aquan

Aquatic Combatant The tidekeeper has advantage on attack rolls against creatures that do not have a swimming speed.

Hold Breath The tide keeper can hold its breath up to 15 minutes

Mark of the Swarm The tide keeper can swim through difficult terrain caused by strong tides or currents without expending additional movement or making an ability check

Nimble Swimmer The tidekeeper can swim outside a creature's reach without provoking attacks of opportunity

Spellcasting

The tidekeeper has the following additional spells prepared

- **1st Level Spells** *Create and Destroy Water, Grease, Fog Cloud*
- **3rd Level Spells** *Watery Sphere, Wall of Water, Waterwalking, Waterbreathing, Tidal Wave*
- **4th Level Spells** *Control Water*
- **5th Level Spells** *Maelstrom*

Bonus Actions

Rapid Dive While underwater, the tide keeper can use its bonus action to Dash

Wyrmguard

- **Damage Resistance** Acid, Cold, Fire, Lightning, or Poison (choose 1)
- **Languages** Draconic
- **Challenge Rating** Increases by 1

Draconic Casting When the wyrmguard deals damage according to its draconic element, it can ignore resistance or immunity to that damage type.

Draconic Bond The wyrmguard has advantage on attack rolls as long as it is within 30ft. of a friendly Dragon that it can see or hear within 30ft. of it.

Wyrm Scale The wyrmguard has advantage on saving throws against spells and magical effects. On a successful saving throw, the wyrmguard takes no damage.

Spellcasting

The wyrmguard has the following additional spells prepared

- **1st Level Spells** *Absorb Elements, Cause Fear*
- **2nd Level Spells** *Dragon's Breath*
- **3rd Level Spells** *Elemental Weapon, Fear, Fly*
- **4th Level Spells** *Elemental Bane*
- **5th Level Spells** *Summon Draconic Spirit*

Actions

Dragon's Breath As an action, the wyrmguard can expend a spell slot to force creatures in a 30ft. cone to make a Dexterity saving throw against the wyrmguard's spell save DC.

On a failed saving throw, creatures take 9 (2d8) damage according to one of the following damage types of its choice (acid, cold, fire, lightning, or poison). On a successful saving throw, creatures take half damage. For each spell slot above 1st expended, the damage increases by 9(2d8).

Bonus Actions

Draconic Command The wyrmguard can use its bonus action to command a friendly draconic creature within 30ft. of it to make a weapon attack

SORCERER

Whereas wizards acquire their arcane ability through intense study and clerics gain their powers through their devotion to the divine, the source of power for a sorcerer resides in their blood.

MAGICAL BLOODLINE

This font of magical power can come from a variety of sources. This power could be the result of an ancient blessing or curse from a powerful entity in one's bloodline. Others are the result of exposure to raw magic or a planar incursion. Regardless of the origin of their power, sorcerers possess a unique talent for magic unmatched by other spellcasters.

INNATE CASTING

One of the primary advantages that sorcerers possess is the ability to use their own body as their arcane focus. This already gives them a significant advantage over their arcanists as they are not subject to common methods to detain spellcasters.

ARCANE METAMAGICS

Their innate talent for magic also grants them to twist and contort spells beyond their normal means. Their ability to manipulate spells in this manner is often referred to as metamagic. Sorcerers are able to channel their inner metamagic in many ways, such as prolonging a spell's duration, duplicating spell effects, and even regenerating their own mana reserves. Thanks to their metamagics, sorcerers are able to overcome their limited versatility by altering a spell to meet their needs.

SORCERER GOALS

Just like any spellcaster, sorcerers can be found in nearly any occupation across the plane, using their abilities as mercenaries or adventurers. Others seek to master their powers or seek to learn the origin of their magic by joining various magic academies and institutions.

Some use their natural gifts for their own benefits to create cults that worship them, claiming to be an aspect of a deity. Others may seek to use their abilities to destroy those who hunt or fear them because of their magic.

SORCERER TACTICS

In combat, sorcerers are challenging opponents due to their explosive capabilities. Although most sorcerers tend not to be physically superior against most foes, their affinity to magic grants them an uncanny resilience against many spells.

EXPLOSIVE CASTERS

Because of their general frailty, sorcerers will typically attempt to end a combat encounter as quickly as possible, using their most powerful spells and metamagics to disable their opponents.

MARTIAL WEAKNESS

If a prolonged fight is inevitable, the sorcerer's primary goal is to keep their distance from melee threats. They will attempt to accomplish through debilitating spell effects or magically enhanced mobility such as flight.

In many circumstances, the sorcerer will attempt to eliminate or incapacitate martial threats first, as they typically can outmatch most spellcasters in a fight thanks to their magical defenses.

METAMAGIC FOCUS

The sorcerer's primary strategy revolves completely around its use of metamagic to empower their abilities. Because of this, sorcerers are not afraid to quickly burn through their arcane reserves if it means giving them an edge, especially due to their ability to regenerate their mana.

ADVENTURER TACTICS

When fighting a sorcerer, the primary tactic one should use is to limit their spellcasting ability. This will require a lot of coordination between spellcasters to counter any of the sorcerer's effects. Adventurers should also target the sorcerers physical defenses as they typically have fewer tools at their disposal to bolster themselves against physical attacks



SORCERER TYPES

Sorcerers can be categorized into four different groups depending on the master of their innate magics.

SORCERER BEGINNER

These sorcerers have just started manifesting their inner magic. Many times, these individuals may be searching for an explanation for their new abilities or simply try to control their powers. Unlike many other casters of their caliber, sorcerer beginners typically possess considerably less experience and control over their abilities. However, despite their comparative lack of training and discipline, the raw power of their magic can make them challenging enemies.

SORCERER ADEPTS

Sorcerer adepts have learned to master and control their arcane abilities. This discipline is often achieved through arcane tutelage, learning the true origins of their power, or simply from experience.

AWAKENED SORCERER

Having fully mastered their inner magic, awakened sorcerers are on the precipice of reaching their true potential. Depending on their bloodline, these sorcerers may begin to exhibit supernatural changes to their appearance. For example, a draconic sorcerer may have more pronounced dragon scales on their body while celestial sorcerers may be able to conjure halo of light around them.

TRANSCENDENT SORCERER

These sorcerers have reached the true apex of their power and have grown akin to demigods in the scope of their power. At this point, these sorcerers often fully manifest the appearance of the bloodline. For example a fiendish sorcerer may take on the appearance of cross between a devil and a humanoid. In some instances, these sorcerers even have the ability to transform into the respective creatures associated with their blood.

SORCERER VARIANTS

Depending on their bloodline, sorcerers can manifest different powers.

DRAGONIC SORCERER

Draconic sorcerers possess latent draconic magics within their blood. Such magic is often granted as a boon or a gift from a dragon while in the case of dragonborn, kobolds, and other draconic races, they may possess a fragment of the magical essence of a true dragon.

Regardless of the source of this power, these sorcerers can be easily recognized by dragon scales growing on their body, their ability to sprout leathery wings, as well as their ability to project and focus their aura into the frightful persona of a true dragon.

They also possess a unique connection to a particular draconic element imbuing their own magics with the destructive potential of a dragon's breath.

CELESTIAL SORCERER

These sorcerers are one of the rarest of all their kind as they possess a fragment of a divine spark within their being. Although aasimar are typically what comes to mind when one thinks of a celestial sorcerer, these divine sparks are often granted to individuals favored by a particular deity.

Although this tends to be the case for more celestial sorcerers, some are born with their power as the result of a pact or simply the devotions of one's heritage to a particular deity.

Because of they are seen as champions on behalf for a deity, celestial sorcerers are often revered by many religious circles and are often hunted down by the enemies of their deity as well.

INFERNAL SORCERERS

Infernal sorcerers are the devilish counterpart to celestial sorcerers. Because of this, it is not uncommon for tieflings and other fiendish humanoids to naturally develop these abilities.

Infernal sorcerers also have been known to acquire their powers through contracts with devils in exchange for power. Although such encounters are similar to many infernal warlocks, they are less demanding in scope as they are not bound to serve an infernal patron. Instead, many devils grant this power in a much more passive manner as in many cases, the infernal magic in one's bloodline eventually corrupts the individual.

In other instances, infernal sorcerers are often the result of a fiendish curse or the side effect of a contract on one bloodline. Unfortunately, such individuals are viewed with suspicion due to the origins of their ability

ABYSSAL SORCERERS

Abyssal sorcerers are the demonic counterpart to the infernal sorcerer. In most circumstances, abyssal sorcerers are the results of demonic corruption, typically from one being exposed to one of the seemingly endless layers of the Abyss. In most circumstances, this corruption is a side effect of these hostile environments as the goal of most demons is to destroy all life. However, in rare instances, demonic lords may place a curse on one's bloodline as a gift for true dedication

FAE SORCERERS

Fae sorcerers trace their magic to the wild and psychedelic plane of the Feywild. These individuals tend to have an otherworldly charm and aura. Although many Fey-based races naturally can develop these abilities, many fae sorcerers acquire their powers from planar incursions to the Feywild or simply the shenanigans of a wayward Fey creature.

WILD MAGIC SORCERER

Wild magic sorcerers are the embodiment of controlled chaos. The origins of their magic typically varies depending on the individuals as many sources have claimed from events such as planar incursions, spellstorms, arcane experimentation, or exposure to a strange magical artifact. Despite the seemingly endless sources of this power, the sorcerers are incredibly unpredictable as each time they cast a spell, there is a chance they could set off a chaotic chain reaction of magical effects.

ABERRANT SORCERERS

These sorcerers are believed to have gained their abilities from encounters with Aberrations. Such encounters may include experimentation due to mind flayers while others may have been exposed with items or rifts from the Far Realm itself. These encounters can have varying magnitudes of effects such as telepathy, psionic, and physiological adaptations such as tentacles or multiple eyes. These transformations have also been known to have somewhat detrimental side effects (depending on the level of exposure) such as madness or a grotesque appearance.

PHOENIX SORCERERS

Phoenix sorcerers possess a special connection to the element of fire. Individuals of this bloodline possess a powerful connection to this element due to a boon from a powerful elemental entity such as phoenix or genie. Although elementals tend to be the primary source of this elemental ability, some humanoids have learned to naturally manifest this ability through an enhanced natural connection to the elements, in a similar manner to druids.

Their innate fire magic even gives them the ability to set their eyes and hair ablaze with. They even have the ability to temporarily superheat their bodies to burn anyone who harms them. As their name suggests, phoenix sorcerers possess

WINTER SORCERERS

These sorcerers possess a particular connection to snow and ice. Their mastery of the ice is believed to originate from a variety of sources such as elementals and or giant kin heritage. Others have attained these abilities through druidic rituals or boons from powerful entities attuned to ice such as dragons.

Their mastery of ice grants them a natural immunity to its worse effects as they are able to use the elemental energy to fashion a protective aegis shielding them from future harm

SEA SORCERERS

Sea sorcerers have the unique abilities to bend water to their will. These sorcerers are able to conjure blades of water from thin air and form tidal waves to crash on their opponents.

Sea sorcerers possess the unique ability to alter their own physiology, taking the form of water instead granting them the ability to easily weave out of harms way or dampen the harshest of attacks.



STORM SORCERERS

Storm sorcerers trace their magical bloodline to powerful air elementals and genies. They can channel the very essence of the storm to grant themselves the ability of flight. They even can harmlessly absorb electrical energy to bolster their spells.

SHADOW SORCERERS

These sorcerers possess a powerful connection that allows them to bend the shadows to their will. The origin of their powers can vary, as shadow magic can be attributed to many types of creatures, such as Fey or Fiends. In comparison to other variants, shadow sorcerers are considered to be some of the most powerful, especially when under the cover of darkness as its presence greatly amplifies their spell effects while shielding them from incoming attacks

STONE SORCERERS

Stone sorcerers trace their bloodline to a connection with powerful entities from the Elemental Plane of Earth. These sorcerers possess the ability to use the earth to sense their surroundings and even traverse otherwise impossible terrain. They also possess the capabilities of shaping stone and earth into formidable weapons as well as create impenetrable shields

WARRIOR SORCERERS

Warrior soul sorcerers have learned to channel the innate magic in their blood to grant them enhanced strength, speed, and endurance. These sorcerers are natural warriors that possess arcane and martial prowess.

BEAST SORCERERS

Beast sorcerer's trace their power due to therianthropic roots or from latent druidic magics in their heritage. Because of this, these sorcerers have the unique ability to alter their body with bestial modifications for any situation. They also have the ability to turn into beasts in a matter of seconds.

CONSTRUCTED SORCERERS

Construct sorcerer have acquired their natural magic due to technological modifications made to their body. Whether due to injury, arcane experimentation, or simply an attempt to transcend mortal limits, these individuals have been granted incredible strength and durability as well as the capability of replicating magical effects through their magitech modifications

VAMPIRIC SORCERERS

Vampiric sorcerers are often the results of a humanoid offspring to a true vampire. Although they do not possess many of the benefits of a true vampire, they still possess considerable mastery of both shadow and blood magic.

ANIMA SORCERERS

Sorcerers with the anima bloodline have been gifted with a natural affinity to nature magic due to a boon from powerful plant based entities. Others may have acquired their magical abilities from being infected by a magical seed or spore, granting them arcane abilities.

UNDEAD SORCERERS

Undead sorcerers are interesting individuals that reside on the boundary of life or death. Some undead sorcerers are the result of side effects from being raised from the dead. Even though that creature was brought back from the clutches of death by resurrection magic, their soul or magic essence has been tainted by the mark of death. In some rare instances, some undead sorcerers can trace the origin of their power from a haunting or possession from an undead spirit whose presence left vestiges of necromancer magic in their body



SORCERER BEGINNER

Medium Humanoid, varies

Armor Class 14 (Mage Armor)

Hit Points 26 (4d8+8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Cha +5

Skills Perception +3

Senses passive Perception 13

Languages one language of choice

Proficiency Bonus +2

Challenge 2(450 xp)

Arcana Sense The sorcerer can detect the presence of magical effects or objects within 120ft. of it.

Arcane Soul Whenever the sorcerer fails a Charisma saving throw against an effect that deals damage, it takes half damage. On a successful saving throw, it takes no damage.

Extended Caster When the sorcerer casts a spell with a duration of at least 1 minute, it can double the spell's original duration (up to a maximum of 24 hours)

Magic Resistance The sorcerer has advantage on effects against spells and magical effects.

Innate Casting The sorcerer's body counts as its own arcane focus and does not require material components for their spell abilities

Split Spell(Recharge 5-6) Once on the sorcerer's turn, when the sorcerer casts a spell that targets only one creature, it can target one additional creature as well action

SPELLCASTING

The sorcerer is a 4th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks) and has the following spells prepared

Cantrips *Prestidigitation, Thaumaturgy*

1st Level(4 slots) *Chaos Bolt, Magic Missile, Shield*

2nd Level(3 slots) *Invisibility, Misty Step*

Actions

Sorcery Blast *Ranged Spell Attack*: +5 to hit, 120ft, one target. *Hit*: 8 (2d4+3) force damage. If the sorcerer uses its Split Spell or Quickened Spell on this feature, this attack deals 13 (4d4+3) force damage instead

Channel Metamagic (Recharge 5-6) As a bonus action, the sorcerer can regain a 5 (2d4) spell slots of their choice. Each spell level equals its respective amount of spell slots. For example a 2nd level spell slots requires two spell slots.

Bonus Actions

Quickened Spell(Recharge 5-6) The sorcerer can cast a spell with a casting time of an action as a bonus action

Reactions

Sorcerous Resilience When the sorcerer is forced to make a saving throw, it can choose to to make a Charisma saving throw instead.



SORCERER ADEPT

Medium Humanoid, varies

Armor Class 15 (Mage Armor)

Hit Points 52 (8d8+16)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Cha +7

Skills Perception +5

Senses passive Perception 15

Languages one language of choice

Proficiency Bonus +3

Challenge 5 (1800 xp)

Arcana Sense The sorcerer can detect the presence of magical effect or objects within 120ft. of it.

Arcane Soul Whenever the sorcerer fails a Charisma saving throw against an effect that deals damage, it takes half damage. On a successful saving throw, it takes no damage.

Extended Caster When the sorcerer casts a spell with a duration of at least 1 minute, it can double the spell's original duration (up to a maximum of 24 hours)

Magic Resistance The sorcerer has advantage on effects against spells and magical effects.

Innate Casting The sorcerer's body counts as its own arcane focus and does not require material components for their spell abilities

Split Spell(Recharge 5-6) Once on the sorcerer's turn, when the sorcerer casts a spell that targets only one creature, it can target one additional creature as well action

CHANNEL METAMAGICS (RECHARGE 5-6)

At the start of its turn, the sorcerer can choose one of the following effects:

Sorcerous Conversion The sorcerer can regain 7 (3d4) spell slots of their choice. Each spell level equals its respective amount of spell slots. For example a 2nd level spell slots requires two spell slots.

Heighten Spell Until the start of the sorcerer's next turn, creatures have disadvantage on saving throws against the sorcerer's spells effect

SPELLCASTING

The sorcerer is a 8th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks) and has the following spells prepared

Cantrips *Prestidigitation, Thaumaturgy*

1st Level(4 slots) *Chaos Bolt, Magic Missile, Shield*

2nd Level (3 slots) *Invisibility, Misty Step*

3rd Level (3 slots) *Counterspell, Dispel Magic, Fly*

4th Level (2 slots) *Dimension Door, Polymorph*

Actions

Sorcery Blast *Ranged Spell Attack*: +7 to hit, 120ft, one target. *Hit*: 14 (4d4+4) force damage. If the sorcerer uses its Split Spell or Quickened Spell on this feature, this attack deals 24 (8d4+4) force damage instead

Bonus Actions

Quickened Spell(Recharge 5-6) The sorcerer can cast a spell with a casting time of an action as a bonus action

Reactions

Sorcerous Resilience When the sorcerer is forced to make a saving throw, it can choose to to make a Charisma saving throw instead.



AWAKENED SORCERER

Medium Humanoid, varies

Armor Class 16 (Mage Armor)

Hit Points 78 (12d8+24)

Speed 30ft.

STR

DEX

CON

INT

WIS

CHA

10 (+0) 12 (+1) 16 (+3) 16 (+3) 16 (+3) 20 (+5)

Saving Throws Cha +9

Skills Perception +7

Senses passive Perception 17

Languages one language of choice

Proficiency Bonus +4

Challenge 9(5000 xp)

Arcana Sense The sorcerer can detect the presence of magical effect or objects within 120ft. of it.

Arcane Soul Whenever the sorcerer fails a Charisma saving throw against an effect that deals damage, it takes half damage. On a successful saving throw, it takes no damage.

Extended Caster When the sorcerer casts a spell with a duration of at least 1 minute, it can double the spells duration (up to a maximum of 24 hours)

Magic Resistance The sorcerer has advantage on effects against spells and magical effects.

Innate Casting The sorcerer's body counts as its own arcane focus and does not require material components for their spell abilities

Split Spell(recharge 5-6) Once on the sorcerer's turn, when the sorcerer casts a spell that targets only one creature, it can target one additional creature as well action

CHANNEL METAMAGICS (RECHARGE 5-6)

At the start of its turn, the sorcerer can choose one of the following effects:

Sorcerous Conversion The sorcerer can regain 10 (4d4) spell slots of their choice

Heighten Spell Until the start of the sorcerer's next turn, creatures have disadvantage on saving throws against the sorcerer's spells effect

SPELLCASTING

The sorcerer is a 12th level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks) and has the following spells prepared

Cantrips *Prestidigitation, Thaumaturgy*

1st Level(4 slots) *Chaos Bolt, Magic Missile, Shield*

2nd Level (3 slots) *Invisibility, Misty Step*

3rd Level (3 slots) *Counterspell, Dispel Magic, Fly*

4th Level (3 slots) *Dimension Door, Polymorph*

5th Level (2 slots) *Bigby's Hand, Wall of Force*

6th Level (1 slot) *Disintegrate, Globe of Invulnerability*

Actions

Multiattack The sorcerer can cast a spell and make a sorcery blast

Sorcery Blast Ranged Spell Attack: +9 to hit, 120ft, one target. **Hit:** 20 (6d4+5) force damage. If the sorcerer uses its Split Spell or Quickened Spell on this feature, this attack deals 30 (10d4+5) force damage instead

Bonus Actions

Quickened Spell(recharge 5-6) The sorcerer can cast a spell with a casting time of an action as a bonus action

Reactions

Sorcerous Resilience When the sorcerer is forced to make a saving throw, it can choose to to make a Charisma saving throw instead.

TRANSCENDANT SORCERER

Medium Humanoid, varies

Armor Class 17 (Mage Armor)

Hit Points 117 (18d8+36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	16 (+3)	16 (+3)	22 (+6)

Saving Throw Cha +11

Skills Perception +8

Senses passive Perception 18

Languages one language of choice

Proficiency Bonus +5

Challenge 15 (5000 xp)

Arcana Sense The sorcerer can detect the presence of magical effect or objects within 120ft. of it.

Arcane Soul Whenever the sorcerer fails a Charisma saving throw against an effect that deals damage, it takes half damage. On a successful saving throw, it takes no damage.

Extended Caster When the sorcerer casts a spell with a duration of at least 1 minute, it can double the spell's original duration (up to a maximum of 24 hours)

Legendary Resistance(3/day) If the sorcerer fails a saving throw, the sorcerer can choose to succeed. Upon using this feature, the sorcerer can cast a spell of 5th level or lower

Magic Resistance The sorcerer has advantage on effects against spells and magical effects.

Innate Casting The sorcerer's body counts as its own arcane focus and does not require material components for their spell abilities

Split Spell(Recharge 5-6) Once on the sorcerer's turn, when the sorcerer casts a spell that targets only one creature, it can target one additional creature as well action

CHANNEL METAMAGICS (RECHARGE 5-6)

At the start of its turn, the sorcerer can choose one of the following effects:

Sorcerous Conversion The sorcerer can regain 12 (5d4) spell slots of their choice

Heighten Spell Until the start of the sorcerer's next turn, creatures have disadvantage on saving throws against the sorcerer's spells effect

SPELLCASTING

The sorcerer is a 18th level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks) and has the following spells prepared

Cantrips *Prestidigitation, Thaumaturgy*

1st Level(4 slots) *Chaos Bolt, Magic Missile, Shield*

2nd Level (3 slots) *Invisibility, Misty Step*

3rd Level (3 slots) *Counterspell, Dispel Magic, Fly*

4th Level (3 slots) *Dimension Door, Polymorph*

5th Level (3 slots) *Bigby's Hand, Wall of Force*

6th Level (2 slot) *Disintegrate, Prismatic Wall, Globe of Invulnerability*

7th Level (2 slot) *Prismatic Spray*

8th Level (1 slot) *Holy Aura*

9th Level (1 slot) *Prismatic Wall, Wish*

Actions

Multiattack The sorcerer can cast a spell and make a sorcery blast

Sorcery Blast *Ranged Spell Attack*: +11 to hit, 120ft, one target. *Hit*: 25 (8d4+5) force damage. If the sorcerer uses its Split Spell or Quickened Spell on this feature, this attack deals 35 (12d4+5) force damage instead

Bonus Actions

Quickened Spell(Recharge 5-6) The sorcerer can cast a spell with a casting time of an action as a bonus action

Reactions

Sorcerous Resilience When the sorcerer is forced to make a saving throw, it can choose to to make a Charisma saving throw instead.

Legendary Actions(3/turn)

The sorcerer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sorcerer regains spent legendary actions at the start of its turn.

Sorcerous Blink (1action) The sorcerer can teleport 30ft. to a spot that it can see within range

Channel Arcana (1 action) The sorcerer can reroll a d6 to regain either its Quickened Spell or Split Spell(the sorcerer's choice) on a 5 or 6.

Cast a Spell(2 actions) The sorcerer can cast a spell of 5th level or lower or use its Sorcery Blast

Resilience(3 actions) The sorcerer can end one spell or condition on itself as an action

Draconic Sorcerer

- **Armor Class** Increases by 3
- **Movement** 30ft. fly
- **Damage Resistances** Acid, Cold, Fire, Lightning, or Poison (choose only 1)
- **Challenge Rating** increases by 1

Dragon Scale Upon succeeding a saving throw against a spell or magical effect, the sorcerer takes no damage

Dragon's Presence Creatures of the sorcerer's choice in a 30ft. radius around the sorcerer must succeed a Wisdom saving throw against the sorcerer's spell save DC. On a failed saving throw, creatures are frightened for one minute. At the end of each of its turns, a frightened creature can repeat its saving throw at the end of each of its turns to end the effect on a success. On a successful saving throw, creatures are immune to this effect for the next 24 hours.

Dragon Soul The sorcerer is attuned to one element (matching its natural resistance): acid, cold, fire, lightning or poison, it can ignore resistance and treat immunity as resistance. Whenever the sorcerer uses its Sorcery Blast, it deals this damage type instead.

CHANNEL METAMAGIC:

Dragon's Breath (Recharge 5-6) Until the start of its next turn, when the sorcerer casts a spell that deals damage, it can treat the damage dealt as the damage type of its Dragon Soul feature for the duration instead.

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

1st Level Spells *Burning Hands, Frost Fingers*

2nd Level Spells *Binding Frost, Dragon's Breath*

5th Level Spells *Cone of Cold*

6th Level Spells *Fizban's Platinum Shield*

7th Level Spells *Draconic Sorcerer*

8th Level Spells *Illusory Dragon*

9th Level Spells *True Polymorph*

Celestial Sorcerer

- **Movement** 30ft. fly
- **Damage Resistances** Necrotic, Radiant
- **Challenge Rating** Increases by 2

Celestial Regeneration When the sorcerer casts a spell that deals radiant or necrotic damage, it regains a number of hitpoints equal to the spell level + its Charisma modifier.

Celestial Magic The sorcerer is attuned to radiant or necrotic damage. Whenever the sorcerer uses its Sorcery Blast, it deals this damage type instead.

Divine Resurrection(1/long rest) When the sorcerer is reduced to 0 hitpoints, the sorcerer fully regains its hitpoint maximum.

Illumination At the start of its turn, the sorcerer can give off bright light in a 20ft. radius and dim light an additional 10ft. This light counts as sunlight.

CHANNEL METAMAGIC:

Divine Infusion (Recharge 5-6) Until the start of its next turn, when the sorcerer casts a spell that deals damage, it can treat the damage dealt as radiant or necrotic for the duration instead.

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

1st Level Spells *Bless, Bane, Cure Wounds, Guiding Bolt*

2nd Level Spells *Darkness*

3rd Level Spells *Daylight*

4th Level Spells *Sickening Radiance*

5th Level Spells *Flame Strike, Mass Cure Wounds, Wall of Light*

6th Level Spells *Sunbeam*

7th Level Spells *Crown of Stars*

8th Level Spells *Sunburst*



Infernal Sorcerer

- **Damage Resistances** bludgeoning, piercing, or slashing damage from non-magical attacks, fire, cold, lightning, poison
- **Challenge Rating** Increases by 2

Devil Sight The sorcerer's vision is not obscured by magical darkness

Hellfire Magic The sorcerer is attuned to fire damage. When it deals fire damage, the sorcerer can ignore resistance and treat immunity as resistance. Whenever the sorcerer uses its Sorcery Blast, it deals this damage type instead.

Poison Resistance The sorcerer has advantage on saving throws against being poisoned

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

1st Level Spells *Burning Hands, Hellish Rebuke*

2nd Level Spells *Darkness*

3rd Level Spells *Fireball*

4th Level Spells *Web of Fire, Fire Shield, Wall of Fire*

5th Level Spells *Immolation*

6th Level Spells *Otherworldly Form*

7th Level Spells *Firestorm*

8th Level Spells *Incendiary Cloud*

9th Level Spells *Meteor Swarm*

Abyssal Sorcerer

- **Damage Resistances** bludgeoning, piercing, or slashing damage from non-magical attacks, fire, cold, lightning
- **Damage Immunity** Poison
- **Condition Immunities** Poisoned
- **Challenge Rating** Increases by 2

Abyssal Soul The sorcerer has advantage on saving throws against being frightened.

Demon Sight The sorcerer's vision is not obscured by magical darkness

Abyssal Fumes The sorcerer is attuned to poison damage. When it deals poison damage, the sorcerer can ignore resistance and treat immunity as resistance. Whenever the sorcerer uses its Sorcery Blast, it deals this damage type instead.

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

1st Level Spells *Ray of Sickness*

2nd Level Spells *Ray of Enfeeblement, Darkness*

3rd Level Spells *Stinking Cloud, Fear*

5th Level Spells *Cloudkill*

6th Level Spells *Otherworldly Form*



Fae Sorcerer

- **Challenge Rating** Increase by 1

Fey Resilience The sorcerer has advantage on saving throws against being charmed.

Fey Charm Creatures of the sorcerer's choice in a 30ft. radius around the sorcerer must succeed a Wisdom saving throw against the sorcerer's spell save DC. On a failed saving throw, creatures are charmed by the sorcerer for one minute. At the end of each of its turns, a charmed creature can repeat its saving throw at the end of each of its turns to end the effect on a success. On a successful saving throw, creatures are immune to this effect for the next 24 hours.

Fae Magic The sorcerer is attuned to psychic damage. Whenever the sorcerer uses its Sorcery Blast, it deals this damage type instead.

Fae Misdirection When the sorcerer succeeds a saving throw against a spell effect or an effect that charms or frightens the sorcerer, it can redirect the spell back at the target. This feature only works on effects that target only the sorcerer

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Friends, Dancing Lights*

1st Level Spells *Charm Person, Faerie Fire*

2nd Level Spells *Invisibility, Mirror Image, Phantasmal Force*

3rd Level Spells *Fear, Hypnotic Pattern*

4th Level Spells *Greater Invisibility, Hallucinatory Terrain, Phantasmal Killer*

5th Level Spells *Dominate Person*

6th Level Spells *Otherworldly Form*

Bonus Actions

Sylvan Blink The sorcerer can use its bonus action to teleport 30ft. to a spot that it can see within range.

Wild Magic Sorcerer

- **Challenge Rating** Increases by 1

Arcane Cascade When the sorcerer deals a critical hit on a spell attack, it can deal a triple the damage die instead of doubling.

Controlled Chaos When the sorcerer has advantage on an attack roll, ability check, or saving throw, it can roll its die three times instead of twice.

Chaos Burst When the sorcerer is reduced to 0 hitpoints, it can roll a d100 to trigger the Wild Magic Table. If the affect targets one creature, it can target all creatures within 10ft. of the sorcerer.

Wild Surge When the sorcerer is hit with a critical hit or deals a critical hit, it can roll a d100 to trigger an effect of the Wild Magic Table suffers the effects.

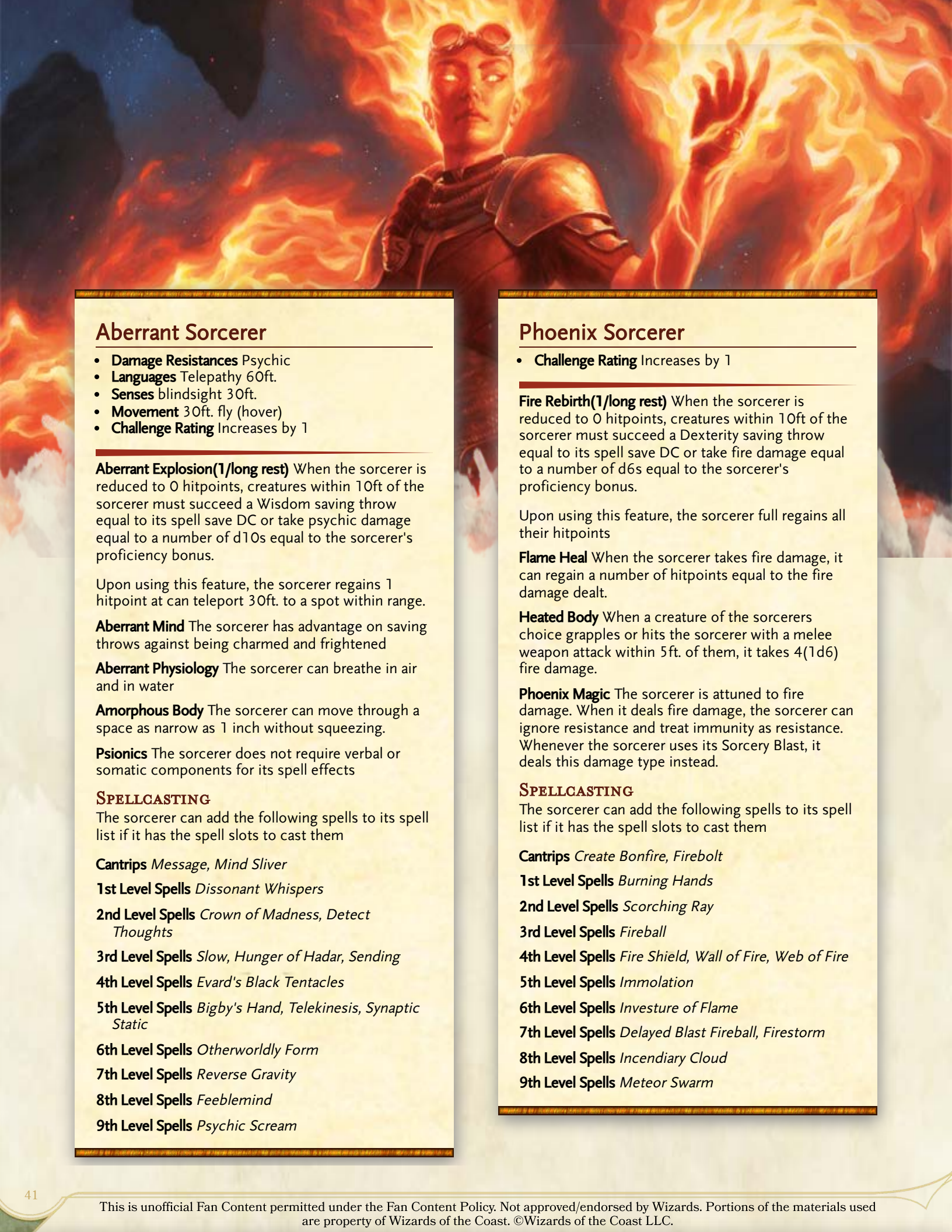
Channel Metamagic:

Channel Chaos Until the start of its next turn, the wild magic sorcerer has advantage on attack rolls, ability checks, and saving throw.

Chaotic Burst Until the wild magic sorcerer casts a spell or uses its Sorcery Blast, it can roll a d100 to trigger and effect of the Wild Magic Table

Reaction

Twist Luck When the sorcerer in a creature within 30ft. of the sorcerer add or subtract a d6 to an attack roll, ability check, or saving throw.



Aberrant Sorcerer

- **Damage Resistances** Psychic
- **Languages** Telepathy 60ft.
- **Senses** blindsight 30ft.
- **Movement** 30ft. fly (hover)
- **Challenge Rating** Increases by 1

Aberrant Explosion(1/long rest) When the sorcerer is reduced to 0 hitpoints, creatures within 10ft of the sorcerer must succeed a Wisdom saving throw equal to its spell save DC or take psychic damage equal to a number of d10s equal to the sorcerer's proficiency bonus.

Upon using this feature, the sorcerer regains 1 hitpoint at can teleport 30ft. to a spot within range.

Aberrant Mind The sorcerer has advantage on saving throws against being charmed and frightened

Aberrant Physiology The sorcerer can breathe in air and in water

Amorphous Body The sorcerer can move through a space as narrow as 1 inch without squeezing.

Psionics The sorcerer does not require verbal or somatic components for its spell effects

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Message, Mind Sliver*

1st Level Spells *Dissonant Whispers*

2nd Level Spells *Crown of Madness, Detect Thoughts*

3rd Level Spells *Slow, Hunger of Hadar, Sending*

4th Level Spells *Evard's Black Tentacles*

5th Level Spells *Bigby's Hand, Telekinesis, Synaptic Static*

6th Level Spells *Otherworldly Form*

7th Level Spells *Reverse Gravity*

8th Level Spells *Feeblemind*

9th Level Spells *Psychic Scream*

Phoenix Sorcerer

- **Challenge Rating** Increases by 1

Fire Rebirth(1/long rest) When the sorcerer is reduced to 0 hitpoints, creatures within 10ft of the sorcerer must succeed a Dexterity saving throw equal to its spell save DC or take fire damage equal to a number of d6s equal to the sorcerer's proficiency bonus.

Upon using this feature, the sorcerer full regains all their hitpoints

Flame Heal When the sorcerer takes fire damage, it can regain a number of hitpoints equal to the fire damage dealt.

Heated Body When a creature of the sorcerers choice grapples or hits the sorcerer with a melee weapon attack within 5ft. of them, it takes 4(1d6) fire damage.

Phoenix Magic The sorcerer is attuned to fire damage. When it deals fire damage, the sorcerer can ignore resistance and treat immunity as resistance. Whenever the sorcerer uses its Sorcery Blast, it deals this damage type instead.

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Create Bonfire, Firebolt*

1st Level Spells *Burning Hands*

2nd Level Spells *Scorching Ray*

3rd Level Spells *Fireball*

4th Level Spells *Fire Shield, Wall of Fire, Web of Fire*

5th Level Spells *Immolation*

6th Level Spells *Investure of Flame*

7th Level Spells *Delayed Blast Fireball, Firestorm*

8th Level Spells *Incendiary Cloud*

9th Level Spells *Meteor Swarm*

Winter Sorcerer

- **Challenge Rating** Increases by 1

Ice Tomb(1/long rest) When the sorcerer is reduced to 0 hitpoints, it drops to 1 hitpoint and gains temporary hitpoints equal to a number of d10s equal to the sorcerer's proficiency bonus. While these temporary hitpoints are active, the sorcerer gains a bonus to its AC equal to its Charisma modifier for the duration of these temporary hitpoints.

Frost Shield When the sorcerer takes cold damage, it takes no damage and gains temporary hitpoints equal to the damage dealt. While these temporary hitpoints are active, the sorcerer gains a bonus to its AC equal to its Charisma modifier for the duration of these temporary hitpoints.

Frozen Body When a creature of the sorcerers choice grapples or hits the sorcerer with a melee weapon attack within 5ft. of them, it takes 4(1d6) cold damage.

Frost Magic The sorcerer is attuned to cold damage. When it deals cold damage, the sorcerer can ignore resistance and treat immunity as resistance. Whenever the sorcerer uses its Sorcery Blast, it deals this damage type instead.

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Ray of Frost*

1st Level Spells *Frost Fingers*

2nd Level Spells *Binding Frost, Hold Person, Snowball Swarm*

3rd Level Spells *Slow, Sleet Storm*

4th Level Spells *Ice Storm*

5th Level Spells *Cone of Cold*

6th Level Spells *Wall of Ice, Otiluke's Freezing Sphere*

Sea Sorcerer

- **Movement** 30ft. swim
- **Damage Resistances** Acid, Cold
- **Challenge Rating** Increases by 1

Aquatic Mastery While underwater, creatures without a natural swimming speed have disadvantage on saving throws against your spell effects.

Amphibious The sorcerer can breathe in air and in water

Nimble Swimmer The sorcerer can swim outside a creatures reach without provoking attacks of opportunity

Watery Form The sorcerer can move through a space as narrow as 1 inch without squeezing

Shifting Movement Attacks of opportunity against the sorcerer has half damage

Aquatic Magic The sorcerer is attuned to acid or cold damage. Whenever the sorcerer deals bludgeoning, piercing, or slashing damage, it can treat it as acid or cold damage instead. Whenever the sorcerer uses its Sorcery Blast, it deals this damage type instead.

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Acid Splash, Ray of Frost, Shape Water*

1st Level Spells *Caustic Brew, Create or Destroy Water, Grease*

2nd Level Spells *Maximilian's Earthen Grasp*

3rd Level Spells *Waterwalk, Waterbreathing, Tidal Wave, Wall of Water*

4th Level Spells *Control Water, Vitreolic Sphere*

5th Level Spells *Cone of Cold, Maelstrom*

6th Level Spells *Wall of Ice, Otiluke's Freezing Sphere*

8th Level Spells *Tsunami*

Reactions

Watery Defense When the sorcerer takes damage, it can use its reaction to take half damage instead.

Storm Sorcerer

- **Movement Speed** Fly 30ft.
- **Challenge Rating** Increases by 1

Redirect the Tempest When the sorcerer succeeds a succeeds a saving throw against an effect that deals thunder damage or if an attack that deals thunder damage misses the sorcerer, it takes no damage and can redirect the effect back at the attacker.

Supercharge When the sorcerer takes lightning damage, it takes no damage. Until the start of its next turn, the sorcerer deals maximum damage on its lightning damage until the end of its next turn.

Tempest Magic The sorcerer is attuned to lightning or thunder damage. When it deals lightning or thunder damage, the sorcerer can ignore resistance and treat immunity as resistance. Whenever the sorcerer uses its Sorcery Blast, it deals one of these damage type instead.

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Gust of Wind, Shocking Grasp, Lightning Lure, Thunderclap*

1st Level Spells *Thunderwave, Witch Bolt*

2nd Level Spells *Warding Wind*

3rd Level Spells *Lightning Bolt, Wind Wall, Fly, Thunder Step*

4th Level Spells *Storm Sphere*

5th Level Spells *Control Winds*

6th Level Spells *Chain Lightning, Investiture of Wind*

7th Level Spells *Whirlwind*

8th Level Spells *Control Weather*

9th Level Spells *Storm of Vengeance*

Bonus Actions

Storm Blink As a bonus action, the sorcerer can teleport 30ft. to a spot it can see within 30ft. of it.

Warrior Sorcerer

- **Challenge Rating** Increases by 1

Magical Attacks The sorcerer's attacks count as magical for the purpose of overcoming resistance

Martial Metamagic The Sorcerer can use its Split Spell or Quicken Spell on its Sorcery Blade

Tactical Advantage The sorcerer has advantage on initiative checks

Warrior's Soul When the sorcerer makes a Strength, Dexterity, or Constitution ability check or saving throw, it can use Charisma as its modifier instead.

War Mage The sorcerer has advantage on saving throws to maintain concentration

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Sword Burst*

1st Level Spells *Shield*

2nd Level Spells *Magic Weapon, Spiritual Weapon*

3rd Level Spells *Conjure Barrage, Haste, Elemental Weapon*

5th Level Spells *Swift Quiver, Conjure Volley*

6th Level Spells *Blade Barrier*

7th Level Spells *Mordenkainen's Sword*

9th Level Spells *Sword of Disaster*

Actions

Multiattack The sorcerer can cast a spell or its Sorcery Blast and then can make one attack with its Sorcery Blade

Sorcery Blade Melee Spell Attack: +the sorcerer's proficiency bonus + its Charisma modifier to hit, 5ft, one target. **Hit:** A number of d6s equal to sorcerer's proficiency bonus + the sorcerer's Charisma modifier. On a hit, the target suffers disadvantage on saving throws against the sorcerer's spells until the start of the sorcerer's next turn

Bonus Actions

Spell Blade The sorcerer can use its bonus action to make an attack with its Sorcery Blade if a creature if it uses its action to cast a spell or use its Sorcery Blast

Reactions

Battle Caster The sorcerer can uses its reaction to cast a spell when a creature provokes opportunity attacks. This spell can only target one creature.

Stone Sorcerer

- **Movement Speed** 30ft. burrow
- **Damage Resistances** bludgeoning, piercing, and slashing damage
- **Challenge Rating** Increases by 1

Earth Glide The sorcerer can burrow through nonmagical, unworked earth and stone. While doing so, the sorcerer doesn't disturb the material it moves through.

Siege Magic The sorcerer deals double damage to buildings and objects

Spider Climb The sorcerer can climb difficult surfaces (including ceilings) without needing to make an ability check

Stone Soul The sorcerer can reduce damage taken by 5 and whenever it takes a critical hit, it takes normal damage instead

Will of Stone When the sorcerer fails a saving throw using its Sorcerous Resilience, it takes half damage on failed saving throw and none on a success.

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips Magic Stone, Mold into Earth

1st Level Spells Earth Tremor, Catapult

2nd Level Spells Maximilian's Earthen Grasp, Spike Growth

3rd Level Spells Meld into Stone, Eall of Sand

4th Level Spells Stone Shape, Stoneskin

5th Level Spells Passwall

6th Level Spells Bones of the Earth

8th Level Spells Earthquake

Reactions

Stone Shield As a bonus action, the sorcerer can reduce damage taken by a number of d10s equal to twice the sorcerer's proficiency bonus

Construct Sorcerer

- **Armor Class** Increases by 3
- **Damage Resistances** bludgeoning, piercing, and slashing damage from non-magical attacks, poison
- **Challenge Rating** Increases by 1

Artificial Casting The sorcerer can cast spells without needing a verbal or material component.

Constructed Mind The sorcerer has advantage on saving throws against being charmed or frightened

Constructed Resilience The sorcerer has advantage on saving throws against being deafened, diseased, exhausted, paralyzed, poisoned, or stunned

Unusual Nature The sorcerer no longer needs to eat, drink, or sleep

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips Mending

1st Level Spells *Floating Disk*

3rd Level Spells *Lightning Bolt, Tiny Servant*

4th Level Spells *Fabricate, Otiluke's Resilient Sphere, Summon Construct*

5th Level Spells *Animate Objects*

6th Level Spells *Blade Barrier, Chain Lightning*

7th Level Spells *Mordenkainen's Sword*

8th Level Spells *Earthquake*

Shadow

- **Movement Speed** 30ft. fly (varies)
- **Challenge Rating** increases by 1

Gloom Sight The sorcerer's vision is not obscured by magical darkness

Shadow Magic While in dim light or darkness, creatures have disadvantage on saving throws against the sorcerer's spell effects

Shadow Evasion While in dim light or darkness, the sorcerer takes half damage whenever it fails a saving throw and none on a success.

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

2nd Level Spells *Darkness, Shadow Blade, Silence*

4th Level Spells *Hunger of Hadar, Shadow of Moil, Gravity Sinkhole*

6th Level Spells *Eyebite*

7th Level Spells *Mordenkainen's Sword*

8th Level Spells *Maddening Darkness, Dark Star*

9th Level Spells *Ravenous Void*

Actions

Shadow Blast The sorcerer's Sorcery Blast deals necrotic damage. This attack has advantage in dim light or darkness

Bonus Actions

Shadow Stealth While in dim light or darkness, the sorcerer can use its bonus action to Hide

Shadow Blink While in dim light or darkness, the sorcerer can use its bonus action to teleport 60ft. to spot that it can see that is in dim light or darkness.

Reactions

Shadow Shield While in dim light or darkness, the sorcerer can use its reaction to take half damage whenever it takes damage

Undead Sorcerer

- **Damage Resistances** Cold, Necrotic, Poison
- **Challenge Rating** increases by 1

Ghost Walk The sorcerer can move through other creatures and objects as if they were difficult terrain. If the sorcerer ends its turn in an occupied space, it is shunted to the nearest unoccupied space taking 5 (1d10) force damage for every 5ft. it is shunted

Soul Armor When the sorcerer reduces a creature to 0 hitpoints, it can use its reaction to gain temporary hitpoints equal to 10 times (half its proficiency bonus rounded up)

Soul Harvest When the sorcerer reduces a creature to 0 hitpoint using a spell of 1st level or higher, it does not expend the spell slot.

Undying Soul When the sorcerer is reduced to 0 hitpoints, it can make a Charisma saving throw equal to half the damage dealt (minimum of 10). On a success, it takes regains 1 hitpoint instead.

Undead Resilience The sorcerer has advantage on saving throws against being deafened, diseased, exhausted, paralyzed, poisoned, or stunned

Undead Nature The sorcerer no longer needs to eat, sleep, or breathe

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Toll the Dead, Chill Touch*

1st Level Spells *Inflict Wounds*

2nd Level Spells *Ray of Enfeeblement*

3rd Level Spells *Animate Dead, Summon Undead*

4th Level Spells *Blight*

5th Level Spells *Create Undead, Negative Energy Flood*

6th Level Spells *Circle of Death, Harm*

7th Level Spells *Finger of Death*

Reactions

Incorporeal Defense When the sorcerer takes damage, it can use its reaction to take half damage instead.

Anima Sorcerer

- **Movement** 30ft. Climb
- **Damage Resistance** Poison, Necrotic
- **Challenge Rating** increases by 1

Arcane Regeneration When the sorcerer cast spell of 1st level or higher, it regains a number of d8s hitpoints equal to the spell level.

Natural Cure The sorcerer has advantage on saving throws against being deafened, diseased, exhausted, paralyzed, poisoned, or stunned

Spider Climb The sorcerer can climb difficult surfaces without having to make an ability check

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Druidcraft, Thorn Whip*

1st Level Spell *Entangle, Cure Wounds*

2nd Level Spells *Lesser Restoration, Barkskin, Spike Growth*

3rd Level Spells *Plant Growth*

4th Level Spells *Blight, Grasping Vine*

5th Level Spells *Mass Cure Wounds, Wrath of Nature, Tree Stride*

6th Level Spells *Heal, Wall of Thorns, Transport via Plants*

8th Level Spells *Abi-dalzim's Horrid Wilting*

9th Level Spells *Power Word Heal*

Actions

Anima Blast The sorcerer's Sorcery Blast deals necrotic or poison damage instead of force

Bonus Actions

Plant Camouflage While lightly obscured by ample plant life, the sorcerer can use its bonus action to Hide.

Beast Sorcerer

- **Challenge Rating** increases by 1

Beast Form When the sorcerer is reduced to 0 hitpoints, it regains 1 hitpoint and transforms into a beast or 1 hour. The beast can have a CR equal to the sorcerer's proficiency bonus. While in this state, the sorcerer assumes the stats of its bestial form and returns to their normal form when the beast is reduced to 0 hitpoints

Magical Attacks The sorcerer's attacks count as magical for the purpose of overcoming resistance.

Keen Senses The sorcerer has advantage on Wisdom(Perception) checks that rely on sight, smell, or hearing

Spider Climb The sorcerer can climb difficult surfaces without having to make an ability check

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Primal Savagry*

1st Level Spell *Speak with Animals, Find Familiar, Beast Sense*

2nd Level Spells *Alter Self, Locate ANimals and Plants, Summon Beast*

3rd Level Spells *Fly*

4th Level Spells *Guardian of Nature*

8th Level Spells *Animal Shapes*

9th Level Spells *True Polymorph*

Actions

Multiattack The sorcerer can replace its Sorcery Blast for two Sorcery Claw Attacks

Sorcery Claw Melee Spell Attack: +the sorcerer's proficiency bonus + its Charisma modifier to hit, 5ft, one target. *Hit:* Bludgeoning, piercing, or slashing damage equal to number of d4s equal to sorcerer's proficiency bonus + the sorcerer's Charisma modifier.

Bonus Actions

Shape Changer The sorcerer can use its bonus action to polymorph into a Medium or smaller beast of its choice. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.



Vampiric Sorcerer

- **Movement Speed** 30ft. fly
- **Damage Resistance** Poison, Necrotic
- **Challenge Rating** increases by 1

Arcane Regeneration When the sorcerer cast spell of 1st level or higher, it regains a number of d8s hitpoints equal to the spell level.

Gloom Sight The sorcerer's vision is not obscured by magical darkness

Spider Climb The sorcerer can climb difficult surfaces (including ceilings) without needing to make an ability check

SPELLCASTING

The sorcerer can add the following spells to its spell list if it has the spell slots to cast them

Cantrips *Toll the Dead*

1st Level Spell *Inflict Wounds*

2nd Level Spells *Darkness, Invisibility*

3rd Level Spells *Vampiric Touch*

4th Level Spells *Blight, Greater Invisibility*

5th Level Spells *Enervation*

6th Level Spells *Circle of Death, Harm*

7th Level Spells *Regenerate*

Channel Metamagic:

Vampiric Spell At the start of its turns, the sorcerer can choose one creature it can see within range. Whenever the sorcerer deals damage to that creature within their spell attacks, the sorcerer regain a number of hitpoints equal to half the damage dealt

Actions

Vampiric Blast The sorcerer's Sorcery Blast deals necrotic damage. On a hit, the sorcerer regains hitpoints equal to half the damage dealt.

Bonus Actions

Vampiric Bite *Melee Weapon Attack:* +11 to hit, 5ft, one target. *Hit:* 1d4 + the sorcerer's Charisma modifier) piercing damage + necrotic damage equal to a number of d6s equal to the sorcerer's proficiency bonus. On a hit, the sorcerer regains a number of hitpoints equal to the necrotic damage dealt.

Shadow Stealth While in dim light or darkness, the sorcerer can use its bonus action to Hide

Reactions

Blood Binding When the sorcerer takes damage, the attacker must succeed a Constitution saving throw equal to the sorcerer's spell save DC. On a failed saving throw, the sorcerer takes half damage and the attacker takes the other half.

Blood Drinker When the sorcerer reduces a creature to 0 hitpoints, the sorcerer gains temporary hitpoints equal to 10 times (half its proficiency bonus rounded up)

SPELLBLADES

Spellblades are highly trained warriors who combine martial discipline with arcane study. Unlike their divine and primal counterparts, the paladin and ranger respectively, the spellblade acquire their magical abilities from intense magical training. In many societies, spellblades often receive their training alongside many mages at wizard schools and academies.

Although most spellblades rarely ever reach the fully spellcasting potential of a dedicated mage, they are tremendously powerful opponents whose versatility allows them to be prepared for any threat that faces them.

ENCOUNTERING SPELLBLADES

Because of their skillset, spellblade have little difficulty putting their talents to good use. In many cases, when a spellblade completes their training, they are often inducted into an order of spellblades. Due to their ever expansive nature of many arcane disciplines, spellblade orders often are quite diverse in their abilities, ranging from those who use blood magic, graviturgy, elemental magics, and much more.

These orders typically alongside their respective governments acting as an elite force for military operations. In some regions, some of these organizations are a less restricted in their services, acting more as a mercenary organization selling their skills to those with enough coin.

SPELLBLADE TACTICS

Because of their arcane and martial prowess, spellblades can prove to be a challenging opponent.

ARCANE FOCUS

Since spellblades are at their strongest while focusing on magical effects, their first objective is to cast a concentration spell to bolster their attacks or defenses, as well as trigger various effects depending on their training. Thanks to their rigorous training, most spellblades are more than capable of maintaining focus on their spell effects when taking damage.

DEFENSE CASTING

However, because of their limited spellcasting capabilities, spellblades tend to be quite conservative on their spellcasting, primarily using their arcane reserves to protect themselves by creating a field of magic to protect them from harm, which is also known as a spell shield.

CANTRIP MASTERY

Despite, their defense tactics regarding spells, their formidable arcane fighting styles allow them to maximize the effectiveness of cantrips by pairing them with their weapon strikes. This can prove to be quite lethal, since their weapons are uniquely crafted to weaken their opponent's arcane defenses, leaving them vulnerable to incoming spells.

ADVENTURER TACTICS

When encountering a spellblade, one's primary tactic is to disrupt their focus on spell abilities. Since most spellblades can endure a lot of punishment, tactics that will stun or disorient the spellblade can prove to be quite useful to weaken their defenses.

SPELLBLADE TYPES

Spellblades are typically categorized according to the level of training that they possess.

SPELLBLADE NOVICE

Spellblade novices are individuals who have just begun to master combining both arcane and martial arts. In general, most spellblade novices already possess a degree of talent in magical and martial combat. However, combining both skills requires special discipline that can take a while to fully master.

In general, most spellblade can be found training alongside apprentice mages or knight's in-training to learn the basics of their abilities. More advanced spellblade novices may be tasked with minor assignments or missions, often accompanied by other novices.

SPELLBLADE VETERAN

Veterans have fully mastered both their arcane and martial capabilities. In many cases, veterans can be found commanding small garrisons or soldiers and less experienced spellblades. Unlike novices, spellblade veterans are incredibly dangerous opponents, as they have learned to harness their innate magical much more efficiently by infusing it into their weapons.

SPELLBLADE CHAMPIONS

Spellblade champions represent the pinnacle of combined mastery between magic and martial combat. Spellblade champions can often be found serving as generals and commanders of entire legions. Others have founded arcane schools or academies to training future mages and spellblades.

Due to their legendary abilities, these champions also serve as the first line of defense against threats that are beyond the capabilities of standard military personnel, such as the arrival of a dragon or archfiend.

SPELLBLADE DISCIPLINES

Depending on their arcane discipline, spellblades can possess a variety of special abilities.

ARCANE DEFENDER

Arcane defenders have learned to utilize their spellcasting abilities solely for the purpose of defense to become an impervious bastion on the battlefield. Thanks to their specialized training, arcane defenders possess several counters for both martial and magical opponents.

While focusing on a spell effect, arcane defenders are able to generate a magical shield that dampens the impact of most conventional weapons. They have also learned to maximize the effectiveness of their magical abilities by using their ability to dispel magical effects to recharge their own arcane reserves.

BLOOD KNIGHT

Blood knights have blended their martial skill with the art of hemomancy. Because of this combination, the blood knight becomes much more powerful as it inflicts harm on its opponent. Their mastery of hemomancy allows them to weaken injured foes while rejuvenating their own life force by siphoning blood from their opponents.

DEATHBLADE

A deathblade is one who combines various fighting styles with the school of necromancy. The primary premise behind the deathblade's fighting style is using the soul of its enemies to fuel its own abilities. Because of their ability to use the souls of the dead to recharge their arcane capabilities, deathblades tend to be a lot more aggressive in comparison to other spellblades. Despite this somewhat reckless strategy, deathblades are incredibly hard to kill due to their ability to use their magical focus to tether their soul to the plane of the living and even bring them back from the brink of death.

DRUIDIC KNIGHT

Druidic knights are a special type of spellblade that have combined arcane study with the primal connections associated with druidic magic. Because of this dichotomy, druidic knights are incredibly powerful warriors due to their surprising durability granted to them by their ability to use the latent magic around them to regenerate their wounds.

ELEMENTAL WARDEN

Whereas most spellblades utilize disciplines of a particular school of magic, elemental wardens strive for versatility by mastering magical elements such as fire, ice, lightning, water, and the wind. Although many spellblades learn their elemental talents by careful study and discipline, it is not uncommon that many elemental wardens associate themselves with druidic orders, as understanding the balance between the elements is key to fully controlling such magic.

GRAVITY KNIGHT

Gravity knights are a rare, but extremely power discipline that combine the schools of transmutation and evocation to control gravity itself. Thanks to their mastery of magic, they are able to amplify their arcane potential to project gravitational energy into their weapon strikes as well as their own bodies.

MAGE HUNTER

Mage hunters have learned to utilize their martial and magical talents to specifically counter opposing spellcasters. Although their training has equipped them with a number of spells to shut down spellcasters, their special fighting styles allow them to disrupt their enemies focus and even steal the magical abilities of their foes.

MAGUS

Magi are a special discipline of spellblades that emphasize the magical aspect of their training over the martial component. In comparison to their peers, magi are much more explosive combatants, as they are able to unleash barrages of spells upon their opponent. Because of this focus, magi are often used as siege breakers, who weaken enemy defenses long enough for the main force to break through.

PHANTOM KNIGHT

Despite their name, phantom knights combine the school of illusion as a part of their fighting style. Phantom knights are known for their ability to conjure an illusory duplicate of themselves, from which they are able to fight alongside. In general, phantom knights rely on confusion, misdirection, and confusion in combat. Whenever their enemy attempt to inflict harm to them, phantom knights swap locations with their duplicate to completely evade harm.

SHADOW KNIGHT

Thanks to their mastery of shadow magic, shadow knights are often valued as spies and assassins. While focusing on spell effects, shadow knights are able to generate a cloud of magical darkness that obscures their opponents vision, leaving their opponent vulnerable to a surprise attack.

PSIONIC KNIGHT

Psionic knights differ a bit from traditional spellblades. Whereas the source of power from most spellblades comes from arcane study, psionic knight have mastered the arts of telepathy to control psychic energy. Unlike other psionics, these spellblades primarily manifest their psychic energy to create psionic barriers to protect their allies from harm.

RIFT KNIGHT

Rift Knights utilize the school of conjuration to create localized rifts and portals to quickly maneuver the battlefield. They have the unique ability to phase through solid objects, almost like wraiths. They even have the unique ability to temporarily banish enemies to a pocket demiplane.

SUNBLADE

At first glance, sunblades are often confused to be paladins due to their mastery of light magic. However, unlike paladins, sunblades do not gain their radiant abilities from the divines. Instead, sunblades have learned to use their magic to bend light to their will, reflecting it back at their enemies. Despite not having divine magics, their mastery of light still gives them a considerable advantage against many undead.

TITAN KNIGHT

Titan knights exhibit a special fighting style developed by the mighty giants. The premise of their abilities revolve around altering one's physical size, strength, and proportions to give them an advantage against smaller opponents.

TIME KNIGHT

Time knights have learned to use both transmutation and divination magic to bend time around them. Their mastery of magic to allow them to temporarily jump forward in time to gain an edge against their opponent. They even have the ability to rewind time to even regenerate wounds that it may have taken as well.

WITCH KNIGHT

Witch knights acquired their special name due to their specialty in crafting magical curses. These warrior use hexes and curses not only to debilitate their enemies, but also use their baneful effect to protect the witch knight from harm. Although this art is believed to have been originated from the creature in the service of hags, this fighting style has evolved to take on unique identities of its own as well.





SPELLBLADE NOVICE

Medium Humanoid, varies

Armor Class 16 (Breastplate)

Hit Points 45 (6d8+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	16 (+3)	14 (+2)	14 (+2)

Skills Athletics +5, Arcana +5, Perception +4

Senses passive Perception 14

Languages Common and two languages of choice

Proficiency Bonus +2

Challenge 3 (700 xp)

Arcane Strike When the spellblade hits a creature with a weapon attack, that creature suffers disadvantage on saving throws against the spellblade's spell effects until the end of the spellblade's next turn.

Battle Casting The spellblade has advantage on saving throws made to maintain concentration on a spell effect

Spell Strike When the spellblade takes the Attack action while concentrating on a spell effect, the spellblade can make one additional weapon attack as part of its action.

War Caster When the spellblade makes an opportunity attack, the spellblade can cast a spell instead. The spell can only target only one creature.

SPELLCASTING

The spellblade is an 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The spellblade has the following spells prepared:

Cantrips *Booming Blade, Green flame-Blade, Firebolt, Sword Burst*

1st Level Spells (3 slots) *Magic Missile, Shield, Shield of Faith*

2nd Level Spells (2 slots) *Flame Blade, Magic Weapon, Shadow Blade, Spiritual Weapon*

Actions

Multiattack. The spellblade can make one spell attack and one weapon attack on its turn.

Spell Sword. *Melee Weapon Attack:* +5 to hit, 5ft., one target. *Hit* 8 (1d8 +3) slashing damage.

Spell Bow. *Ranged Weapon Attack:* +4 to hit, 150/600ft., one target. *Hit* 7 (1d8 +2) piercing damage.

Bonus Actions

Bound Weapon The spellblade can use its bonus action to summon or dismiss their spell sword or spell bow

Reactions

Spell Shield When the spellblade takes damage, it can use its reaction to expend a spell slot, reducing the damage taken by 5 for each spell slot level expended.



SPELLBLADE VETERAN

Medium Humanoid, varies

Armor Class 16 (Breastplate)

Hit Points 102 (12d8+48)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	14 (+2)	18 (+4)	18 (+4)	14 (+2)	14 (+2)
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Skills Athletics +7, Arcana +7, Perception +6

Senses passive Perception 15

Languages Common and two languages of choice

Proficiency Bonus +3

Challenge 8 (3900 xp)

Arcane Strike When the spellblade hits a creature with a weapon attack, that creature suffers disadvantage on saving throws against the spellblade's spell effects until the end of the spellblade's next turn.

Battle Casting The spellblade has advantage on saving throws made to maintain concentration on a spell effect

Magical Attacks The spellblade's attacks count as magical for the purpose of overcoming resistance

Magic Resistance The spellblade has advantage on saving throws against spells and magical effects.

Spell Strike When the spellblade takes the Attack action while concentrating on a spell effect, the spellblade can make one additional weapon attack as part of its action.

War Caster When the spellblade makes an opportunity attack, the spellblade can cast a spell instead. The spell can only target only one creature.

Actions

SPELLCASTING

The spellblade is an 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The spellblade has the following spells prepared:

Cantrips *Booming Blade, Green flame-Blade, Firebolt, Sword Burst*

1st Level Spells(4 slots) *Magic Missile, Shield, Shield of Faith*

2nd Level Spells(3 slots) *Flame Blade, Magic Weapon, Shadow Blade, Spiritual Weapon*

3rd Level Spells(2 slots) *Counterspell, Conjure Barrage, Dispel Magic, Elemental Weapon, Haste*

Actions

Multiattack. The spellblade can make one spell attack and one weapon attack on its turn.

Spell Sword. *Melee Weapon Attack:* +7 to hit, 5ft., one target. *Hit* 8 (1d8 +4) slashing damage + 5(1d8) force damage.

Spell Bow. *Ranged Weapon Attack:* +5 to hit, 150/600ft., one target. *Hit* 7 (1d8 +2) piercing damage + 5(1d8) force damage.

Bonus Actions

Bound Weapon The spellblade can use its bonus action to summon or dismiss their spell sword or spell bow

Reactions

Spell Shield When the spellblade takes damage, it can use its reaction to expend a spell slot, reducing the damage taken by 5 for each spell slot level expended.

SPELLBLADE CHAMPION

Medium Humanoid, varies

Armor Class 18 (Breastplate)

Hit Points 190 (208+100)

Speed 30ft.

STR

DEX

CON

INT

WIS

CHA

20 (+5) 16 (+3) 20 (+5) 20 (+5) 16 (+3) 16 (+3)

Skills Athletics +10, Arcana +10, Perception +8

Senses passive Perception 18

Languages Common and two languages of choice

Proficiency Bonus +5

Challenge 15 (13000 xp)

Arcane Strike When the spellblade hits a creature with a weapon attack, that creature suffers disadvantage on saving throws against the spellblade's spell effects until the end of the spellblade's next turn.

Battle Casting The spellblade has advantage on saving throws made to maintain concentration on a spell effect

Legendary Resistance(3/day) If the spellblade fails a saving throw, it can choose to succeed. Upon using this feature, the spellblade can cast a spell.

Magical Attacks The spellblade's attacks count as magical for the purpose of overcoming resistance

Magic Resistance The spellblade has advantage on saving throws against spells and magical effects.

Spell Strike When the spellblade takes the Attack action while concentrating on a spell effect, the spellblade can make one additional weapon attack as part of its action.

War Caster When the spellblade makes an opportunity attack, the spellblade can cast a spell instead. The spell can only target only one creature.

Actions

SPELLCASTING

The spellblade is an 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The spellblade has the following spells prepared:

Cantrips *Booming Blade, Green flame-Blade, Firebolt, Sword Burst*

1st Level Spells(4 slots) *Magic Missile, Shield, Shield of Faith*

2nd Level Spells (3 slots) *Flame Blade, Magic Weapon, Shadow Blade, Spiritual Weapon*

3rd Level Spells(3 slots) *Counterspell, Conjure Barrage, Dispel Magic, Elemental Weapon, Haste*

4th Level Spell (3 slots) *Stoneskin*

5th Level Spells(2 slots) *Conjure Volley, Swift Quiver, Steel Wind Strike*

Actions

Multiattack. The spellblade can make one spell attack and two weapon attacks on its turn.

Spell Sword. *Melee Weapon Attack:* +10 to hit, 5ft., one target. *Hit* 10 (1d8 +5) slashing damage + 5(1d8) force damage.

Spell Bow. *Ranged Weapon Attack:* +8 to hit, 150/600ft., one target. *Hit* 8 (1d8 +3) piercing damage + 5(1d8) force damage.

Bonus Actions

Bound Weapon The spellblade can use its bonus action to summon or dismiss their spell sword or spell bow

Reactions

Spell Shield When the spellblade takes damage, it can use its reaction to expend a spell slot, reducing the damage taken by 5 for each spell slot level expended.

Legendary Actions

The spellblade can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The spellblade regains spent legendary actions at the start of its turn

Movement (1 action) The spellblade can move up to half its movement speed to move up to half its movement speed to a spot that it can see in range without provoking attacks of opportunity.

Summon Blade (1 action) The spellblade can summon or dismiss the spell sword or spell bow.

Cast a Spell (2 actions) The spellblade can cast a spell of 5th level or lower.

Resilience (3 actions) The spellblade can end a spell effect or status condition on itself as an action



Arcane Defender

Focused Aegis While concentrating on a spell effect, the arcane defender can grant itself 10 temporary hitpoints at the start of each of its turns.

Spell Counter When the Arcane Defender uses *Counterspell* or *Dispel Magic*, it can make that ability check with advantage.

Spell Reinforcement When a creature uses *Counterspell* or *Dispel Magic* on its spell effects, arcane defender can add its proficiency modifier to its DC.

Spell Recharge When the arcane defender successfully uses *Counterspell* or *Dispel Magic* on a spell effect, it can regain a number of spell slots equal to the level of the spell that was dispelled.

Reactions

Impervious Shield When the Arcane Defender uses its Spell Shield, it lasts until the start of its next turn or until its pool of damage absorbed is expended. For the duration of this effect, the arcane defender has resistance to all damage (including the triggering damage.)

Blood Knight

- **Damage Resistance** Necrotic
- **Challenge Rating** Increases by 1

Blood Magic Creatures below half their hitpoint maximum have disadvantage on saving throws against the blood knight's spell effects

Deathly Weapon The blood knight deals its choice deals necrotic damage on its Spell Sword, and Spell Bow attacks instead of force.

Vampiric Blade Whenever the blood knight hits a creature with a weapon attack, the blood knight regains a number of hitpoints equal to half the damage dealt

SPELLCASTING

The blood knight can learn the following additional spells

Cantrips *Toll the Dead*

1st Level Spells *False Life, Inflict Wounds*

2nd Level Spells *Blindness/Deafness*

3rd Level Spells *Vampiric Touch*

4th Level Spells *Blight*

5th Level Spells *Enervation*

Reactions

Blood Shield When the deathblade uses its spell shield, the target must make a Constitution saving throw or take necrotic damage equal to the amount of damage absorbed. Upon using this feature, the blood knight regains a number of hitpoints equal to the necrotic damage dealt.



Deathblade

- **Damage Resistance** Necrotic
- **Challenge Rating** Increases by 1

Arcane Soul Tether When the deathblade is reduced to 0 hitpoints, the deathblade can expend a spell slot to regain hitpoints. The deathblade regains a number of hitpoints equal to 10 times the level of the spell slot expended.

Deathly Weapon The deathblade deals its choice deals necrotic damage on its Spell Sword, and Spell Bow attacks instead of force.

Chastly Blade Whenever the deathblade hits a creature with a weapon attack, the target cannot regain hitpoints until the start of its next turn.

Soul Magic If the deathblade reduces a creature to 0 hitpoints using a spell of 1st level or higher, that deathblade does not expend that spell slot

SPELLCASTING

The deathblade can learn the following additional spells

Cantrips *Toll the Dead*

1st Level Spells *False Life, Inflict Wounds*

2nd Level Spells *Blindness/Deafness*

3rd Level Spells *Animate Dead*

4th Level Spells *Blight*

5th Level Spells *Antilife Shell, Negative Energy Flood*

Reactions

Soul Harvest When the deathblade reduces a creature to 0 hitpoints, the deathblade regains a number of hitpoints equal to 10 times the level of the spell.

Druidic Knight

- **Challenge Rating** Increases by 1
- **Languages** Druidic

Druidic Weapons The druidic knight's melee weapon attacks have its reach increases by 5ft.

Druidic Stride The druidic knight can travel through difficult terrain from non-magical effects without expending additional movement or having to make an ability check.

Natural Recovery While concentrating on a spell effect, the druidic warrior regains a number of hitpoints at the start of each of its turns equal to 10 times its proficiency bonus (rounded down) The druidic warrior has the following additional spells known:

SPELLCASTING

The druidic knight can learn the following additional spells

Cantrips *Druidcraft, Shillelagh*

1st Level Spells *Cure Wounds, Entangle, Find Familiar, Hail of Thorns*

2nd Level Spells *Barkskin, Summon Beast*

3rd Level Spells *Mass Healing Word, Plant Growth*

4th Level Spells *Grasping Vine, Guardian of Nature, Polymorph*

5th Level Spells *Commune with Nature, Mass Cure Wounds, Wrath of Nature*

Elemental Warden

- **Damage Resistance** Acid, Cold, Fire, Lightning, Thunder
- **Languages** Elemental
- **Challenge Rating** Increases by 1

Elemental Weapon The elemental warden deals its choice of acid, cold, fire, lightning, or thunder damage on its Spell Sword, and Spell Bow attacks instead of force

Elemental Armor While concentrating on a spell effect, whenever a creature grapples or hits the elemental warden with a melee attack while within 5ft. of the elemental warden, the attack takes 5 (1d8) acid, cold, fire, lightning, or thunder damage (your choice).

Elemental Shield While concentrating on a spell effect, elemental warden gains immunity to its choice of acid, cold, fire, or thunder damage. The druidic warrior has the following additional spells known:

SPELLCASTING

The elemental warden can learn the following additional spells

Cantrips *Acid Splash, Lightning Lure, Produce Flame, Ray of Frost*

1st Level Spells *Burning Hands, Tasha's Caustic Brew, Thunderwave, Witch Bolt*

2nd Level Spells *Binding Frost*

3rd Level Spells *Fireball, Lightning Bolt, Tidal Wave*

4th Level Spells *Wall of Fire, Vitriolic Sphere*

5th Level Spells *Cone of Cold, Maelstrom*

Reactions

Elemental Shield When the elemental warden uses its spell shield, the attacker must succeed a Dexterity saving throw. On a failed saving throw, the target takes acid, cold, fire, lightning, or thunder damage equal to a number of d8s for each spell slot level above 1st.

Gravity Knight

- **Damage Resistance** Force
- **Challenge Rating** increases by 1

Center of Gravity The gravity knight has advantage on saving throws against effects that would forcibly move the gravity knight against its will or knock it prone.

Event Horizon While concentrating on a spell effect, creatures that start its turn within 10ft. of the gravity knight has its movement speed reduced by 10ft. until the start of its next turn.

Gravitational Strike Once on each of its turns, whenever the gravity knight hits a creature with a weapon attack, the gravity knight can move the target 10ft. in a direction of its choice.

Powerful Build The gravity knight counts as one size larger. However, its physical size does not change.

SPELLCASTING

The gravity knight has the following additional spells known:

Cantrips *Mage Hand*

1st Level Spells *Earth Tremor, Feather Fall, Jump, Longstrider, Magnify Gravity*

2nd Level Spells *Darkness, Hold Person, Levitate*

3rd Level Spells *Slow*

4th Level Spells *Gravity Sinkhole*

5th Level Spells *Hold Monster, Telekinesis*

Reaction

Gravitation Repulsion When the gravity knight uses its spell shield, the attacker must succeed a Strength saving throw against the gravity knight's spell save DC. On a failed saving throw, the target is restrained until the end of its next turn.



Mage Hunter

- **Challenge Rating** increases by 1

Arcane Evasion When the mage hunter succeeds a saving throw against a spell effect that deals damage, the mage hunter takes no damage instead.

Spellbreak Creatures that take damage from the mage hunter's attacks and spell effects have disadvantage on spells and saving throws.

Spell Counter When the Arcane Defender uses *Counterspell* or *Dispel Magic*, it can make that ability check with advantage.

Spell Thief When the arcane defender successfully uses *Counterspell* or *Dispel Magic* on a spell effect. The mage hunter also can learn the spell that was cast.

The mage hunter retains knowledge for up to 24 hours or until it uses this spell. When it casts this spell, it does not expend a spell slot. However, the mage hunter can only cast a spell in this manner if it is of a level that the mage hunter can naturally cast.

SPELLCASTING

The mage hunter has the following additional spells known:

1st Level Spells *Protection from Evil and Good*

2nd Level Spells *Darkness, Hold Person, Silence*

5th Level Spells *Circle of Power, Dispel Evil and Good, Hold Monster, Wall of Force*

Reactions

Mana Eater Shield When the mage hunter uses its Spell Shield against a spell effect and fully reduces the damage to 0, using its Spell Shield does not expend a spell slot as the residual magic absorb recharges the mage hunter's casting abilities.

Magus

- **Challenge Rating** increases by 1

Battle Focus The magus cannot lose concentration on spell effects due to taking damage

Empowered Spell The magus can add a bonus to its spell damage rolls equal to its Intelligence modifier + the level of the spell (minimum of 0).

Heightened Spell When the magus deal damage with its spell effects, it can ignore resistance

Spell Crafter When the magus casts an area of effect spell, it can choose to cause creatures of its choice within range automatically succeed its saving throw and taking no damage from the effect

SPELLCASTING

The magus has the following additional spells known:

Cantrips *Eldritch Blast*

1st Level Spells *Burning Hands*

2nd Level Spells *Scorching Ray*

3rd Level Spells *Fireball, Lightning Bolt, Protection from Energy*

4th Level Spells *Web of Fire, Wall of Fire*

5th Level Spells *Bigby's Hand, Cone of Cold, Wall of Force*

Reaction

Arcane Reversal When the magus uses its Spell Shield, it can deal additional damage on its next damage before the end of its next turn. This additional is equal to the amount of damage absorbed by its Spell Shield feature.

Phantom Knight

- **Challenge Rating** increases by 1

Arcane Echo Creatures within 5ft. of the Phantom Echo have disadvantage on saving throws against the phantom knight's spells

Echo Strike While the Phantom Knight makes an attack against a creature within 5ft. of its Phantom Echo, that phantom knight has advantage on attack rolls against that creature.

Echo Shield While the Phantom Knight is within 5ft. of its Phantom Echo, attacks against the phantom knight have disadvantage.

SPELLCASTING

The phantom knight has the following additional spells known:

Cantrips *Mage Hand, Minor Illusion*

1st Level Spells *Silent Image*

2nd Level Spells *Blur, Mirror Image, Misty Step*

3rd Level Spells *Major Image*

4th Level *Dimension Door*

5th Level Spells *Mislead*

Bonus Actions

Phantom Echo (recharge 5-6) As a bonus action, the Phantom Knight can conjure an illusory echo in an unoccupied spot within 30ft. The echo occupies its space, is immune to all damage and conditions, and lasts for one minute or until dismissed. While the echo is active, the Phantom Knight can make an attack or cast a spell through its space, including attacks of opportunity.

On each of its turns, the phantom knight can use its bonus action to move the echo 30ft. in a direction of its choice.

Reaction

Transportation When the phantom knight takes damage, it can use its reaction to teleport and swap places with its Phantom Echo, causing the echo to take damage instead. Upon using this feature, the Phantom Echo immediately ends.

Shadow Knight

- **Challenge Rating** increases by 1

Gloom Sight The shadow knight's vision is not obscured by magical darkness.

Gloom Shroud While concentrating on a spell effect, the shadow knight gives off magical darkness in a 10ft. radius and dim light an additional 10ft.

SPELLCASTING

The shadow knight has the following additional spells known:

1st Level Spells *Fog Cloud*

2nd Level Spells *Darkness, Invisibility*

3rd Level Spells *Hunger of Hadar*

4th Level Spells *Greater Invisibility, Shadow of Moil*

5th Level Spells *Mislead*

Bonus Actions

Shadow Stealth While in dim light or darkness, the shadow knight can use its bonus action to Hide.

Reactions

Shadow Shield When the shadow knight uses its spell shield, it gains resistance to all damage until the start of its next turn.



Psionic Knight

- **Damage Resistances** Psychic
- **Languages** Telepathy 60ft.
- **Challenge Rating** Increases by 1

Disrupting Strike When the psionic knight hits a creature with a weapon attack, the target must succeed a Wisdom saving throw equal to the psionic knight's spell save or suffer disadvantage on attacks against all creatures other than the psionic knight until the end of its next turn

Psychic Weapon The psionic knight deals its choice of psychic damage on its Spell Sword, and Spell Bow attacks instead of force.

Psychic Ward While concentrating on a spell effect, the psionic knight is immune to psychic damage as well as being charmed or frightened.

SPELLCASTING

The psionic knight has the following additional spells known:

Cantrips *Friends, Mind Sliver*

1st Level Spells *Charm Person*

2nd Level Spells *Suggestion, Mind Spike*

3rd Level Spells *Hypnotic Pattern, Pulse Wave*

4th Level Spells *Phantasmal Killer*

5th Level Spells *Bigby's Hand, Synaptic Static, Telekinesis*

Bonus Actions

Stun Burst One creature within 30ft. of the psionic knight must succeed a Wisdom saving throw equal to its spell DC. On a failed saving throw, that creature is stunned until the end of its next turn.

Reactions

Psionic Bulwark When a creature of the psionic knight's choice within 30ft. of it takes damage, the psionic knight can use its Spell Shield as a reaction to reduce the damage dealt to that creature.

Rift Knight

- **Challenge Rating** increases by 1

Planar Awareness When rift knight can determine the planar origin of a creature it can see within 120ft.

Planar Blink While the rift knight is concentrating on a spell effect, the rift knight can spend any amount of its movement speed to teleport by the amount of movement speed spent.

SPELLCASTING

The rift knight has the following additional spells known:

Cantrips *Eldritch Blast*

2nd Level Spells *Blur*

3rd Level Spells *Blink, Slow*

4th Level Spells *Banishment, Dimension Door*

5th Level Spells *Banishing Smite, Passwall, Teleportation Circle, Temporal Shunt*

Bonus Actions

Phase Shift The rift knight can 30ft. to a spot that it can see within range. While moving in this manner, the rift can move through a space occupied by a creature or object. If the rift knight ends its turn in an occupied space, the rift knight is shunted to the nearest unoccupied space taking 6 (1d10) force damage for every 5ft. it is shunted

Reactions

Banishing Shield When the rift knight uses its Spell Shield, the target must succeed a Charisma saving throw equal to the rift knight's spell DC. On a failed saving throw, that creature is banished to a harmless demiplane until the end of its next turn.



Sunblade

- **Challenge Rating** increases by 1
- **Damage Resistances** Radiant

Luminous Magic While concentrating on a spell effect, the sunblade gives off bright light in a 30ft. radius and dim light an additional 30ft. This light is considered sunlight.

Reflection When the sunblade takes radiant damage from an effect that targets only the sunblade, it can roll a d6. Upon rolling a 5 or 6, the sunblade is unaffected and can redirect the effect back at the attacker instead.

Sun Strike The sunblade deals radiant damage on its Spell Sword, and Spell Bow attacks instead of force damage.

SPELLCASTING

The sunblade has the following additional spells known:

Cantrips *Dancing Lights, Light, Sacred Flame*

1st Level Spells *Color Spray, Faerie Fire, Guiding Bolt*

3rd Level Spells *Daylight*

4th Level Spells *Sickenings*

5th Level Spells *Flame Strike, Wall of Light*

Reactions

Sun Shield When the sunblade takes damage, creatures within 10ft. of the sunblade that can see it must succeed a Constitution saving throw equal to its spell save DC. On a failed saving throw, the targets are blinded until the end of its next turn.

Titan Knight

- **Challenge Rating** increases by 1

Giant's Growth While concentrating on a spell effect, the titan knight increases by one size. While enlarged in this manner, the titan knight deals an additional 5(1d8) damage on melee weapon attacks against creatures at most one size smaller than the Titan Knight.

Powerful Build The titan knight counts as one size larger. However, its physical size does not change.

Siege Monster The titan knight deals double damage to buildings and objects

Titan's Empowerment The titan knight has advantage on Strength ability checks and saving throws against creatures that are one size smaller than the titan knight and their effects.

SPELLCASTING

The titan knight has the following additional spells known:

1st Level Spells *Earth Tremor, False Life, Thunderwave*

2nd Level *Enlarge/Reduce, Enhance Ability*

4th Level *Stoneskin*

5th Level Spells *Bigby's Hand*



Time Knight

- **Challenge Rating** increases by 1

Temporal Advantage The time knight has advantage on initiative checks

Time Shift (Recharge 5-6) At the start of its turn, the Time Knight can take two turns on that round. The time knight can take this additional turn on its current initiative count -10 (minimum of 1).

Reactive The time knight can take a reaction at the end of each of its turns

SPELLCASTING

The time knight has the following additional spells known:

Cantrips *Guidance*

1st Level Spells *Temporal Alacrity*

2nd Level Spells *Blur, Misty Step*

3rd Level Spells *Blink, Slow*

4th Level Spells *Banishment*

5th Level Spells *Temporal Shunt*

Reaction

Rewind Time When the time knight uses its spell shield, it can reverse time to heal any wounds it sustains. Upon using this feature, the time knight regains a number of hitpoints equal 5 times the level of the spell slot expended.

Temporal Correction When the spell blade fails on an attack roll, ability check, or saving throw, it can choose to reroll taking the new result instead.

Witch Knight

- **Challenge Rating** increases by 1

Endless Hex The Witch Knight can double the duration of *Bless, Bane, Hunter's Mark, Hex, and Bestow Curse* (up to a maximum of 24 hours).

Hex Ward While concentrating on a spell effect, the witch knight can surround itself in protective hexes. Whenever the witch knight takes damage, the attacker must roll a d6. Upon rolling a 6, the witch knight takes no damage

Twinned Curse If the witch knight targets a creature with *Hunter's Mark, Hex, or Bestow Curse*, it can target one additional creature.

SPELLCASTING

The witch knight has the following additional spells known:

Cantrips *Guidance*

1st Level Spells *Bane, Bless, Hunter's Mark, Hex*

3rd Level Spells *Bestow Curse, Glyph of Warding, Remove Curse*

5th Level Spells *Circle of Power*

Bonus Actions

Relentless Hex If the witch knight reduces a creature to 0 hitpoints that is under the effects of *Hunter's Mark, Hex* or *Bestow Curse*, the witch knight can move the spell to another creature within range

Reaction

Hex Shield When the witch knight uses its Spell Shield, the attacker must succeed a Charisma saving throw equal to the witch knight's spell save DC. On a failed saving throw, the attacker suffers disadvantage on attack rolls, ability checks, and saving throws until the end of its next turn.

WARRIORS

Although many realms possess various levels of arcane warfare, warriors typically make up the majority of any military force. In comparison to arcanists, warriors have the advantage on being easier to train and can fight for long periods of time without expending their full strength.

GUARDS

Of all warriors, guards are the most common and least skilled. Even the smallest of towns typically have a small contingent of guards dedicated to preventing crime and serving as a defense force against invaders. Since many guards lack extensive martial skills, they make up for it through fighting defensively until reinforcements arrive.

SOLDIERS

Due to their extensive training, soldiers tend to be a level above the standard guard. Although many of them can be found on the battlefield, in forts, or defending strongholds, the largest of cities and palaces tend to have these highly trained soldiers instead of conventional guards.

VANGUARDS

The most common type of soldiers are vanguards. Their primary goal is to serve as frontline troops to shield their allies from harm while the rest of the force advances.

LEGIONNAIRES

Legionnaires typically serve as support to vanguards in their advances. They are extremely skilled warriors, using their glaive to strike down foes from behind a shield wall or to cleave mounted opponents.

SHARPSHOOTERS

Sharpshooters serve as the eyes and ears of an army. Due to their keen senses, they are able to watch enemy movement. Their expertise with the longbow allows them to provide covering fire for their allies from long distances, as well as provide suppressing fire to prevent their enemies from flanking their allies.

CAVALIERS

Cavaliers have mastered the art of combat while mounted. These soldiers use the superior mobility of their mount to crash through enemy barricades to allow their allies to take advantage of the chaos.



SPECIAL FORCES

Special forces are elite soldiers, often used for extremely vital or dangerous missions. A small detachment of these individuals is often equivalent to a small battalion of normal soldiers. Although they are typically tasked on special missions, it is not uncommon that these individuals are the primary security force for important locations such as a castle or palace.

SKYKNIGHTS

Skyknights are elite soldiers that have mastered aerial combat mounted on flying creatures such as giant eagles, griffons, or wyverns. When deployed, often use their extreme mobility and evasion to eliminate high priority threats such as artillery, or to weaken wall defenses.

JUGGERNAUTS

Juggernauts are the primary choice of shock troops of any invasion force. When deployed, these individuals are able to smash through fortified barricades while using their heavy armor to negate any suppressing fire. They are also used to break through shield walls, using their powerful mauls to crush anyone who stands in their way.

DREADNOUGHTS

Dreadnoughts are the ultimate defender. Thanks to their superior strength, they are able to wield colossal tower shields and halberds each in one hand. A small team of dreadnoughts is often deployed to provide support when defenses are breached. A couple of dreadnoughts are able to hold off a small battalion long enough for reinforcements can arrive, using their halberds and spiked shields to punish anyone who gets too close.

ARBALESTERS

Arbalesters serve as the heavy artillery for many battalions. In encounters where typical siege weapons would be unwieldy and cumbersome, arbalesters specialize in using massive ballistae that are capable of disabling siege weapons and fortifications. Thanks to their incredible strength, arbalesters are also able to provide artillery fire for ground troops by unleashing volleys of ballista bolts that immediately impale any target unlucky enough to get hit.

BLADESTORMS

Bladestorms are an elite group of soldiers that specialize in melee combat, primarily through the art of dual-wielding. Despite being heavily armored, bladestorms are known for their incredible mobility as they are able to dart across the battlefield eviscerating opponents under a storm of slashes. These soldiers trade power for speed and agility using their incredible reflexes to engage multiple opponents at a time. Bladestorms are typically implemented as a special force's unit tasked with taking out high priority targets much as enemy leadership or spellcasters.

OPERATIVES

In battle, the primary goal of operatives are to take out high priority targets such as mages or enemy commanders. Due to their training, they are extremely versatile and are able to fire their crossbows at rapid speeds, even while in the close quarters. When encountering an operative, one must be wary of their allies, as they always travel in kill squads consisting of 7(2d6) members.

KNIGHTS

Knights are the most elite of all special forces warriors. They possess considerable martial skill and are at times single-handedly able to turn the tide of a battle. Thanks to stalwart presence, even in the face of the most terrifying of foes, they are able to command and maneuver their allies to strike at their opponent's vulnerabilities. Not only are they extremely valuable on the battlefield, they are often trained to be royal escorts or the elite guard for rulers as well.

WARLORDS

Thanks to their superior martial and tactical skills, warlords often find themselves as generals of entire armies. However, some have used their military power to launched their own campaigns and self-appointed rule.

In battle, one warlord is equivalent to a small garrison. In single combat, they are nearly unmatched, combining their extreme strength and speed with precision and technique that always puts their opponent at a disadvantage.

In addition to this, they are masterful commanders that are able to fully bring out the full martial potential of their allies in the midst of battle, allowing them to strike with deadly precision and efficiency.

GUARD

Medium Humanoid, *Varies*

Armor Class 16 (Breastplate)

Hit Points 23 (4d8+8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	10 (+2)
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Skills Athletics +4, Perception +6

Senses passive Perception 16

Languages Common and one Language of Choice

Proficiency Bonus +2

Challenge 1 (200xp)

Pack Tactics The guard has advantage on an attack rolls against a creature if at least one of the guard's allies are within 5 feet of the creature and the ally isn't incapacitated.

Sentinel The guard can make an attack of opportunity, even if a creature disengages.

Vigil The guard has advantage on initiative and Wisdom (Perception) checks

Actions

Multiattack. The guard can make two weapon attacks with their spear. They can substitute any number of spear attacks for a crossbow attack

Spear. *Melee Weapon Attack:* +4 to hit, 10ft, one target. *Hit:* 6 (1d6+2) piercing damage

Crossbow. *Ranged Weapon Attack:* +4 to hit, 100/400ft, one target. *Hit:* 7 (1d8+2) piercing damage

SOLDIER VANGUARD

Medium Humanoid, *Varies*

Armor Class 16 (Breastplate+ Shield)

Hit Points 51 (6d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	10 (+2)
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Skills Athletics +5, Perception +4

Senses passive Perception 14

Languages Common and one Language of Choice

Proficiency Bonus +2

Challenge 3 (700xp)

Defender When the vanguard hits a creature with an attack, that creature suffers disadvantage on attacks against creatures other than the vanguard until the end of its next turn.

Pack Tactics The vanguard has advantage on an attack rolls against a creature if at least one of the vanguard's allies are within 5 feet of the creature and the ally isn't incapacitated.

Sentinel The vanguard can make an attack of opportunity, even if a creature disengages.

Tactical Advantage The vanguard has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the vanguard can make an additional spear or heavy crossbow attack on its turn.

Actions

Multiattack. The vanguard can make two weapon attacks with their spear. They can substitute any number of spear attacks for a crossbow attack

Spear. *Melee Weapon Attack:* +5 to hit, 10ft, one target. *Hit:* 7 (1d6+3) piercing damage

Crossbow. *Ranged Weapon Attack:* +5 to hit, 100/400ft, one target. *Hit:* 10 (1d10+3) piercing damage

Reactions

Shield Wall When the vanguard or a creature within 5ft. of it takes damage, the vanguard can reduce the damage taken by 10. If the damage exceeds this amount, it can halve any of the excess damage.

SOLDIER LEGIONNAIRE

Medium Humanoid, *Varies*

Armor Class 16 (Breastplate)

Hit Points 51 (6d8+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	10 (+2)
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Skills Athletics +5, Perception +4

Senses passive Perception 14

Languages Common and one Language of Choice

Proficiency Bonus +2

Challenge 3 (700xp)

Martial Advantage Once per turn, the legionnaire can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the legionnaire that isn't incapacitated.

Pack Tactics The legionnaire has advantage on an attack rolls against a creature if at least one of the legionnaire's allies are within 5 feet of the creature and the ally isn't incapacitated.

Tactical Advantage The legionnaire has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the legionnaire can make an additional glaive or crossbow attack on its turn.

Actions

Multiattack. The legionnaire can make two weapon attacks with their glaive. They can substitute any number of glaive attacks for a crossbow attack

Glaive. *Melee Weapon Attack:* +5 to hit, 10ft, one target. *Hit:* 10 (1d10+3) slash damage

Crossbow. *Ranged Weapon Attack:* +5 to hit, 100/400ft, one target. *Hit:* 8 (1d8+3) piercing damage

Reactions

Retaliation When the legionnaire or a creature within 10ft. of the legionnaire is targeted with a melee attack while within 10ft. of the legionnaire, it can make a glaive attack against that creature.

SOLDIER SHARPSHOOTER

Medium Humanoid, *Varies*

Armor Class 16 (Breastplate)

Hit Points 51 (6d8+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+2)
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Skills Athletics +5, Perception +4

Senses passive Perception 14

Languages Common and one Language of Choice

Proficiency Bonus +2

Challenge 3 (700xp)

Keen Senses The sharpshooter has advantage on Wisdom (Perception) checks that rely on sight

Precision The sharpshooter can ignore half and three-fourth's cover.

Pack Tactics The sharpshooter has advantage on an attack rolls against a creature if at least one of the sharpshooter's allies are within 5 feet of the creature and the ally isn't incapacitated.

Tactical Advantage The sharpshooter has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the sharpshooter can make an additional shortsword or longbow attack on its turn.

Actions

Multiattack. The sharpshooter can make two weapon attacks with their shortsword. They can substitute any number of shortsword attacks for a longbow attack

Shortsword. *Melee Weapon Attack:* +5 to hit, 5ft, one target. *Hit:* 7 (1d6+3) piercing damage

Longbow. *Ranged Weapon Attack:* +5 to hit, 150/600ft, one target. *Hit:* 8 (1d8+3) piercing damage

Reactions

Reactive Shot Whenever a creature first enters or leaves within 30ft. of the sharpshooter, the sharpshooter can make a longbow attack as a reaction.



SOLDIER CAVALIER

Medium Humanoid, Varies

Armor Class 16 (Breastplate)

Hit Points 45 (6d8+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	10 (+2)

Skills Athletics +5, Perception +4

Senses passive Perception 14

Languages Common and one Language of Choice

Proficiency Bonus +2

Challenge 3 (700xp)

Agile While mounted, the cavalier can use its bonus action to Dash.

Battle Mount While mounted, the cavalier and its mount both take actions on the same turn. Its mount can either before or after the cavalier's turn.

Charge If the cavalier moves at least 20ft. on its turn while mounted, it can deal an additional 9(2d8) slashing damage on its next longsword attack. If the target is a creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

Evasive While mounted, the cavalier and its mount does not provoke opportunity attack while moving outside a creature's reach.

Pack Tactics The cavalier has advantage on an attack rolls against a creature if at least one of the cavalier's allies are within 5 feet of the creature and the ally isn't incapacitated.

Saddle Trained While mounted, both the cavalier and its mount have advantage on saving throws. Upon failing a saving throw, the cavalier and its mount takes half damage and upon a successful saving throw, they both take no damage.

Tactical Advantage The cavalier has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the cavalier can make an additional longsword or longbow attack on its turn.

Actions

Multiattack. The cavalier can make two weapon attacks with their longsword. The cavalier can substitute any number of longsword attacks for a longbow attack

Longsword. *Melee Weapon Attack:* +5 to hit, 5ft, one target. *Hit:* 8 (1d8+3) slashing damage

Longbow. *Ranged Weapon Attack:* +5 to hit, 150/600ft, one target. *Hit:* 8 (1d8+3) piercing damage

Reactions

Battle Bond While mounted, the cavalier or their mount takes damage, the cavalier can use its reaction to split the damage between both targets.

SOLDIER SKYKNIGHT

Medium Humanoid, *Varies*

Armor Class 16 (Breastplate)

Hit Points 76 (9d8+27)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

16 (+3)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+2)
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Skills Athletics +6, Perception +8

Senses passive Perception 18

Languages Common and one Language of Choice

Challenge 5 (1800xp) **Proficiency Bonus** +3

Battle Mount While mounted, the skyknight and its mount both take actions on the same turn. Its mount can either before or after the skyknight's turn. Additionally, the skyknight's mount can benefit from Flyby, Skydive, and Pack Tactics if it does not possess these traits.

Flyby While mounted, the skyknight does not provoke opportunity attacks by flying outside a creature's reach.

Keen Senses The skyknight has advantage on Wisdom (Perception) checks relying on sight.

Skydive While mounted, if the skyknight's mount flies at least 30ft. on its turn while mounted, the skyknight can deal an additional 14(3d8) slashing damage on its next longsword attack. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

Pack Tactics The skyknight has advantage on an attack rolls against a creature if at least one of the skyknight's allies are within 5 feet of the creature and the ally isn't incapacitated.

Saddle Trained While mounted, both the skyknight and its mount have advantage on saving throws. Upon failing a saving throw, the skyknight and its mount takes half damage and upon a successful saving throw, they both take no damage.

Tactical Advantage The skyknight has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the skyknight can make an additional longsword or longbow attack on its turn.

Actions

Multiattack. The skyknight can make two weapon attacks with their longsword. They can substitute any number of longsword attacks for a longbow attack

Longsword. *Melee Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 8 (1d8+3) slashing damage

Longbow. *Ranged Weapon Attack:* +6 to hit, 150/600ft, one target. *Hit:* 8 (1d8+3) piercing damage

Reactions

Battle Bond While mounted, the skyknight or their mount takes damage, the skyknight can use its reaction to split the damage between both targets.

SOLDIER JUGGERNAUT

Medium Humanoid, *Varies*

Armor Class 18 (Plate Armor)

Hit Points 94(9d8+45)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

20 (+5)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	10 (+2)
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Saving Throws Str +8, Con +8

Skills Athletics +8, Perception +5

Senses passive Perception 15

Languages Common and one Language of Choice

Challenge 6 (2300xp) **Proficiency Bonus** +3

Crushing Blows The juggernaut deals an additional 11(3d6) damage on melee weapon attacks against prone creatures or creatures one size smaller than it

Siege Monster The juggernaut deals double damage to buildings and objects

Heavy Armor The juggernaut can reduce bludgeoning, piercing, and slashing damage taken by 5.

Pack Tactics The juggernaut has advantage on an attack rolls against a creature if at least one of the juggernaut's allies are within 5 feet of the creature and the ally isn't incapacitated.

Tactical Advantage The juggernaut has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the juggernaut can make an additional maul or Double Crossbow attack on its turn.

Actions

Multiattack. The juggernaut can make two weapon attacks with their maul. They can any number of maul attacks for a double crossbow attack

Maul. *Melee Weapon Attack:* +8 to hit, 10ft, one target. *Hit:* 19 (2d6+5) bludgeoning. Creatures hit by this attack must succeed a DC 16 Strength saving throw or be knocked prone.

Double Crossbow. *Ranged Weapon Attack:* +8 to hit, 50/200ft, one target. *Hit:* 14 (2d8+5) piercing damage. Creatures hit by this attack must succeed a DC 16 Strength saving throw or be pushed back 5ft.

SOLDIER ARBALESTER

Medium Humanoid, *Varies*

Armor Class 18 (Plate Armor)

Hit Points 94 (9d8+45)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	10 (+2)

Saving Throws Str +8, Con +8

Skills Athletics +8, Perception +5

Senses passive Perception 15

Languages Common and one Language of Choice

Challenge 6 (2300xp) **Proficiency Bonus** +3

Brutal Shot Upon dealing a critical hit, the arbalester can triple the damage die

Power Shot The arbalester does not suffer penalties on its ranged weapon attacks while firing in melee range

Sharpshooter The arbalester can ignore half or three fourth's cover

Siege Monster The arbalester deals double damage to buildings and objects

Tactical Advantage The arbalester has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the arbalester can make an additional Ballista attack on its turn.

Actions

Multiattack. The arbalester can make two weapon attacks with their maul.

Maul. *Melee Weapon Attack:* +8 to hit, 10ft, one target. *Hit:* 19 (2d6+5) bludgeoning. Creatures hit by this attack must succeed a DC 16 Strength saving throw or be knocked prone.

Ballista. *Ranged Weapon Attack:* +8 to hit, 150/600ft, one target. *Hit:* 27 (4d10+5) piercing damage. Creatures hit by this attack must succeed a DC 16 Strength saving throw or be restrained. Restrained creatures must use its action to escape on a successful DC 16 Strength saving throw

SOLDIER BLADESTORM

Medium Humanoid, *Varies*

Armor Class 18 (Plate Armor)

Hit Points 76 (9d8+27)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	10 (+2)

Saving Throws Str +6, Dex 7, Con +6

Skills Athletics +8, Perception +5

Senses passive Perception 15

Languages Common and one Language of Choice

Challenge 6 (2300xp) **Proficiency Bonus** +3

Dervish The Bladestorm can move outside a creature's reach without provoking attacks of opportunity

Pack Tactics The Bladestorm has advantage on an attack rolls against a creature if at least one of the Bladestorm's allies are within 5 feet of the creature and the ally isn't incapacitated.

Reactive The Bladestorm can take a reaction at the end of every creature's turn

Tactical Advantage The Bladestorm has advantage on initiative. If the Bladestorm takes the Attack action against a creature that has not acted yet in combat, the Bladestorm can make an two additional shortsword attack on its turn.

Actions

Multiattack. The Bladestorm can make four shortsword attacks

Shortsword. *Melee Weapon Attack:* +8 to hit, 10ft, one target. *Hit:* 7 (1d6+4) slashing damage.

reactions

Parry When the Bladestorm is targeted with an attack, it can grant itself a +2 bonus to its AC. If this causes the attack to miss, the Bladestorm can make two shortsword attacks against the attacker if it is within 5 ft. of the Bladestorm.

SOLDIER DREADNOUGHT

Medium Humanoid, *Varies*

Armor Class 20 (Plate Armor+ Shield)

Hit Points 94 (9d8+45)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	10 (+2)

Saving Throws Strength +8, Con +8

Skills Athletics +8, Perception +5

Senses passive Perception 15

Languages Common and one Language of Choice

Challenge 8 (2900xp) **Proficiency Bonus** +3

Defender When the dreadnought hits a creature with an attack, that creature suffers disadvantage on attacks against creatures other than the dreadnought until the end of its next turn.

Sentinel The dreadnought can make an attack of opportunity, even if a creature disengages. Upon a hit, creatures must succeed a DC 16 Strength saving throw or have its movement speed reduced to 0 until the end of its next turn.

Pack Tactics The dreadnought has advantage on an attack rolls against a creature if at least one of the dreadnought's allies are within 5 feet of the creature and the ally isn't incapacitated.

Tactical Advantage The dreadnought has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the dreadnought can make an additional spear or Heavy Crossbow attack on its turn.

Reactive The dreadnought can take a reaction at the end of every creatures turn.

Spiked Shield Whenever a creature grapples or hits the dreadnought while within 5ft. of the dreadnought, it takes 4(1d6) piercing damage

Actions

Multiattack. The dreadnought can make two weapon attacks with their halberd and one with its spiked shield. Alternatively, it can make two crossbow attacks.

Halberd. *Melee Weapon Attack:* +8 to hit, 10ft, one target. *Hit:* 11 (1d10+5) slashing damage.

Spiked Shield. *Melee Weapon Attack:* +8 to hit, 5ft, one target. *Hit:* 8 (1d4+5) piercing damage. Upon a hit, the target must succeed a DC 16 Strength saving throw or be pushed back 5ft.

Heavy Crossbow *Ranged Weapon Attack:* +8 to hit, 100/400ft, one target. *Hit:* 12 (1d10+5) piercing damage.

Reactions

Shield Block When the dreadnought or a creature within 5ft. of it takes damage, the dreadnought can reduce the damage taken by 10. If the damage exceeds this amount, it can halve any of the excess damage.

SOLDIER OPERATIVE

Medium Humanoid, *Varies*

Armor Class 16 (Breastplate)

Hit Points 76 (9d8+27)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	10 (+0)	16 (+3)	10 (+2)

Skills Athletics +6, Stealth +7, Perception +9

Senses passive Perception 14

Languages Common and one Language of Choice

Challenge 6 (2300xp) **Proficiency Bonus** +3

Close Quarter Shooter The operative can ignore range penalties on its ranged weapon attacks.

Dead Shot The operative can deal a critical hit on a 18-20 on its ranged weapon attacks. Upon dealing a critical hit, the operative can triple the damage die.

Keen Senses The operative has advantage on Wisdom (Perception) checks that rely on sight

Precision The operative can ignore half and three-fourth's cover.

Pack Tactics The operative has advantage on an attack rolls against a creature if at least one of the operative's allies are within 5 feet of the creature and the ally isn't incapacitated.

Tactical Advantage The operative has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the operative can make an additional longsword or a hand crossbow attack on its turn.

Actions

Multiattack. The operative can make four weapon attacks with their longsword. They can substitute any number of longsword attacks for a hand crossbow attack

Longsword. *Melee Weapon Attack:* +7 to hit, 5ft, one target. *Hit:* 8 (1d8+3) slashing damage

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, 240ft, one target. *Hit:* 8 (1d6+4) piercing damage

Reactions

Reactive Shot Whenever a creature first enters or leaves within 30ft. of the operative, the operative can make a hand crossbow attack as a reaction.



KNIGHT

Medium Humanoid, Varies

Armor Class 20(Plate Armor and Shield)
Hit Points 100(12d8+48)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	16 (+3)	15 (+2)

Skills Athletics +8, Perception +7, Intimidation +6, Persuasion +6

Senses passive Perception 17

Languages Common and one Language of Choice

Proficiency Bonus +4

Challenge 11 (7200xp)

Defender When the knight hits a creature with an attack, that creature suffers disadvantage on attacks against creatures other than the knight until the end of its next turn.

Intrepid The knight has advantage on saving throws against being frightened. If frightened, the knight can still move towards the source of its fear.

Martial Advantage Once per turn, the knight can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the knight that isn't incapacitated.

Resolute The knight has advantage on saving throws against being charmed. Any time the knight takes damage while charmed automatically ends the effect.

Pack Tactics The knight has advantage on an attack rolls against a creature if at least one of the knight's allies are within 5 feet of the creature and the ally isn't incapacitated.

Reactive The knight can take a reaction at the end of each creature's turn.

Tactical Advantage The knight has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the knight can make an additional longsword or a heavy crossbow attack on its turn.

Warrior's Spirit When the knight starts its turn below half its hitpoint maximum, it gains 20 temporary hitpoints at the start of each of its turns. While these temporary hitpoints are active, it has resistance to all damage and is immune to all conditions.

Actions

Multiattack. The knight can make a Rally Charge (if available) and three weapon attacks with their longsword. They can replace any number of longsword attacks for a heavy crossbow attack

Longsword. *Melee Weapon Attack:* +8 to hit, 5ft, one target. *Hit:* 9 (1d8+4) slashing damage

Heavy Crossbow. *Ranged Weapon Attack:* +8 to hit, 100/400ft, one target. *Hit:* 10 (1d10+4) piercing damage

Rallying Charge(Recharge 5-6) Until the end of its next turn, the knight and any creature of its choice within 30ft. that can see or hear it gains 20 temporary hitpoints, its movement speed doubled, and advantage on all attack rolls and saving throws until the end of its next turn.

Bonus Actions

Battle Command A creature within 30ft. that can see or hear the knight can use its reaction to move up to half its movement speed to make a weapon attack against a creature it can see. Upon a hit, the creature can deal an additional 14(4d6) damage. This movement does not provoke opportunity attack

Fortification Command A creature within 30ft. that can see or hear the knight gains 20 temporary hitpoints until the end of its next turn.

Stalwart Command A creature within 30ft. that can see or hear the knight can end on condition on itself.

Reactions

Retaliation When the knight or an ally within 5ft. of the knight is targeted with a melee attack while within 10ft. of the knight, it can make a longsword attack against that creature.

WARLORD

Medium Humanoid, *Varies*

Armor Class 18 (Plate Armor)

Hit Points 181 (18d8+90)

Speed 30ft.

STR

DEX

CON

INT

WIS

CHA

20 (+5) 14 (+2) 20 (+5) 14 (+2) 16 (+3) 18 (+4)

Saving Throws Str+11, Con +11, Wis +9

Skills Athletics +11, Perception +9, Intimidation +10, Persuasion +10

Senses passive Perception 19

Languages Common and one Language of Choice

Proficiency Bonus +6

Challenge 18 (20000xp)

Intrepid The warlord has advantage on saving throws against being frightened. If frightened, the warlord can still move towards the source of its fear.

Legendary Resistances (3/day) Upon failing a saving throw, the Warlord can choose to succeed. Upon using this feature, the warlord can make a weapon attack. This weapon attack can benefit from its Martial Advantage.

Martial Advantage Once per turn, the warlord can deal an extra 21 (6d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the warlord that isn't incapacitated.

Resolute The warlord has advantage on saving throws against being charmed. Any time the warlord takes damage while charmed automatically ends the effect.

Pack Tactics The warlord has advantage on an attack rolls against a creature if at least one of the warlord's allies are within 5 feet of the creature and the ally isn't incapacitated.

Reactive The warlord can take a reaction at the end of each creature's turn.

Tactical Advantage The warlord has advantage on initiative. If it takes the Attack action against a creature that has not acted yet in combat, the warlord can make an additional greatsword or a double crossbow attack on its turn.

Warrior's Spirit When the warlord starts its turn below half its hitpoint maximum, it gains 30 temporary hitpoints at the start of each of its turns. While these temporary hitpoints are active, it has resistance to all damage and is immune to all conditions.

WARMASTER

Whenever the deals additional damage using its Martial Advantage, it can inflict one of the following effects.

Cleave The warlord can make an additional attack against a creature within 5ft. of the original target. Upon a hit, that creatures takes the same damage as the first target.

Cripple Creature's hit by the warlord's weapon attack must succeed a DC 19 Constitution saving throw or have its movement speed halved until the end of its next turn.

Disorient Creature's hit by the warlord's weapon attack must succeed a DC 19 Constitution saving throw or suffer disadvantage on attack rolls until the end of its next turn.

Trip Creature's hit by the warlord's weapon attack must succeed a DC 19 Strength saving throw or be pushed back 10ft. and fall prone.

Actions

Multiattack. The warlord can make a Rally Charge (if available) and four weapon attacks with their greatsword. They can replace any number of greatsword attacks for a heavy crossbow attack

Greatsword Melee Weapon Attack: +11 to hit, 5ft, one target. **Hit:** 12 (2d6+5) slashing damage

Double Crossbow. Ranged Weapon Attack: +11 to hit, 50/200ft, one target. **Hit:** 14 (2d8+5) piercing damage

Rallying Charge(Recharge 5-6) Until the end of its next turn, the warlord and any creature of its choice within 30ft. that can see or hear it gains 30 temporary hitpoints, its movement speed doubled, and advantage on all attack rolls and saving throws until the end of its next turn.

Reactions

Parry The Warlord gains a +2 bonus to its AC until the start of its next turn. Whenever a creature misses with a melee attack while within 5ft. of the warlord, the warlord can make a greatsword attack. Upon a hit, this attack can benefit from Martial Advantage.

Legendary Actions(3/turn)

Battle Command(1 action) A creature within 30ft. that can see or hear the warlord can use its reaction to move up to half its movement speed to make a weapon attack against a creature it can see. Upon a hit, the creature can benefit from Martial Advantage. This movement does not provoke opportunity attack The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn

Fortification Command(2 action) A creature within 30ft. that can see or hear the warlord gains 30 temporary hitpoints until the end of its next turn.

Resilience(3 actions) The warlord can end one status condition or spell effect on itself.

Stalwart Command(3 actions) A creature within 30ft. that can see or hear the warlord can end on condition on itself.

ARMY TEMPLATES

Sometimes when running campaigns or encounters with warriors, large numbers of them can be hard to manage or can lead to impossible and unfun encounters for players. However, a potential solution to this problem is to treat these battles as a swarm encounter.

The core basis of these templates is that they operate as a swarm. The hitpoints of the swarm for this template represents the integrity of the battalion as a whole (not individual hitpoints). So, upon defeat, you may choose for the army may simply disperse into a small group of stragglers who survived the onslaught.

It is important to note that these templates simulate a small army template (typically consisting of about 20 - 30 individuals at a time). For example, a small army may have 5, 10, or even 50 battalions. Additionally, this template serves as a concise method to run large groups, especially if players decided to rally a local mob to hunt a giant beast that has been attacking their village.

Whenever players battle an army, their abilities can be flavored as cutting through swaths of soldiers without having to worry about keeping track of numerous statblocks. For example, a weapon attack from the battalion in its space could be akin to several soldiers breaking from their rank to engage a player.

Plus, as a swarm, they can make for unique encounters wherein players could fight notable enemies, such as a knight or other special forces, while attempting to navigate through the hazards of being within the army's space.

ANGRY MOB

Angry mobs are the weakest and most basic type of army. These groups are typically formed by unsatisfied commoners who have decided to take things into their own hands, they are not particularly skilled or well-equipped but can be dangerous due to their reckless antics.

PEACEKEEPER FORCE

Peacekeepers are typically a large mobilization of guards that can be rallied in any medium or larger settlement. Primarily, their objective to deal with civil uprisings, often through non-lethal methods unless absolutely necessary. Additionally, they can serve as a defense force or reserve army in times of need, especially if there is not a soldier battalion readily available.

REBELLIONS

Rebellions typically represent an organized force of common citizens that have taken up arms and even basic martial training. They often take the form of a guerilla force against a government regime, or even a small army of bandits attempting to take over a town. The main distinguishing factor is that they are much more organized and better equipped than the typical mob.

BATTALIONS

Battalions make up the core of many armies. Since battalions range from 20 to 50 men in total, many armies possess several or even a dozen of battalions. As a result, many armies have numerous variants of battalions, each dedicated to a specific specialty in warfare.

BATTLE MAGE CONTINGENT

Because magic is present in many forms of warfare on the Material Plane and beyond, many armies employ a special division of soldiers equipped with war mages. Thanks to their presence, they are able to magically empower the battalion's weapons, ward against spell assaults, and barrage their opponents with arcane fire.

Design Note Due to the number of mages in a contingent, the battalion does not possess spell slots. This design note applies to the Crusader template as well.

CRUSADER CONTINGENT

Crusaders represent the divine equivalent of battle mage battalions. This group relies on divine magic to annihilate any undead or fiends in their wake. They are capable to summoning divine shields to protect them from harm, summon divine beings to harry their foes, and even bring their allies from the dead.

Design Note, The crusaders are able to self-heal using *Cure Wounds*. Although most swarms are unable to heal (outside the reinforcement ability I gave them) ability, this effect is to replicate the ability that divine battalions can resurrect fallen allies.

SKYWORD CONTINGENT

Skysword battalions consist primarily of mounted fliers using their aerial superiority to dive bomb enemy ranks or to pelt them with volleys of arrows from the safety of the clouds.

CAVALRY CONTINGENT

These battalions specialize in mobility and the ability to charge through enemy ranks. Once they break through defenses, their sheer numbers and strength prevents their opponent from recovering as they are trampled underfoot.

ARTILLERY CONTINGENT

Artillery battalions are equipped with massive siege engines and war machines. Their primary strength resides in raining fiery destruction upon their foes, and are capable of toppling even the most fortified of structures.



ANGRY MOB

Gargantuan swarm of Medium Humanoids, varies

Armor Class 11 (Patchwork Armor)
Hit Points 63 (6d20)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +8, Con +3

Skills Perception +2

Damage Resistances Bludgeoning, Piercing, and Slashing damage

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses passive Perception 12

Languages Common and one language of choice

Proficiency Bonus +2

Challenge 5 (1800 xp)

Mob Tactics The mob have advantage on attack rolls against a creature within its space

Reckless At the start of its turns, the mob can choose to grant itself advantage on attack rolls until the end of its next turn. However, attacks against them have advantage for the duration

Strength in Numbers The mob has advantage on Strength saving throws and ability checks.

Swarm The mob can occupy another creature's space and vice versa, and the mob can move through any opening large enough for a Medium humanoid. The mob can't regain hit points or gain temporary hit points.

Swarm Stride The mob can also move through another's space without any penalties to movement. Creatures within its space must treat this area as difficult terrain

Reactive The mob can use a reaction at the end of every creature's turn.

Unruly Mob Creatures that first enters or starts its turn in the mob's space takes 2(1d4) bludgeoning + 2(1d4) piercing +2(1d4) slashing damage at the start of each of its turns.

Actions

Multiaction. The angry mob can make two strikes with improvised weapons. If the mob is below its hitpoint maximum, it can only make one strike with its Improvised weapons and cannot benefit from its Surging Mob.

Improvised Weapons. *Melee Weapon Attack:* +8 to hit, 5ft., all targets in range or in its space. *Hit* 8(1d4+5) bludgeoning damage + 3 (1d4) piercing damage + 3 (1d4) slashing damage.

Surging Mob(1/day) The Mob can recover 27 (6d8) hitpoints as more commoners fill in their ranks. It cannot benefit from this feature if it is below half its hitpoint maximum.

Legendary Actions (3/turn)

The mob can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mob regains spent legendary actions at the start of its turn

Mob Rush(1 action) The mob can move up to its movement speed to a spot that it can see within range. Any creature within its path or space must succeed a DC 16 Strength saving throw or be knocked prone.

Mob's Fury(1 action) The mob can make an improvised weapon attack against one creature within its space.

Mob's Grasp(1 action) One Large or smaller creature within the mob's space must succeed a DC 16 Strength saving throw or it becomes grappled and restrained. A creature grappled in this manner is moves with the mob.

Improvised Explosive(1 action) Creatures within a 10ft. radius of a spot within 60ft. of the mob must succeed a DC 16 Dexterity saving throw. On a failed saving throw, it is set ablaze for one minute. Ignited creatures take 7(2d6) fire damage at the start of each of its turns but can use its action to put out the flames.



PEACEKEEPER FORCE

Gargantuan swarm of Medium Humanoids, varies

Armor Class 18 (Breastplate + Shields)

Hit Points 117 (9d20+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +11, Con +6

Skills Athletics +11, Stealth +6, Perception +10

Damage Resistances Bludgeoning, Piercing, and Slashing damage

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses passive Perception 20

Languages Common and one language of choice

Proficiency Bonus +4

Challenge 11 (7200 xp)

Reactive The peacekeeper can use a reaction at the end of every creature's turn.

Swarm Tactics The peacekeeper have advantage on attack rolls against a creature within its space

Strength in Numbers The peacekeeper has advantage on Strength saving throws and ability checks.

Swarm The peacekeeper can occupy another creature's space and vice versa, and the peacekeeper can move through any opening large enough for a Medium humanoid. The peacekeeper can't regain hit points or gain temporary hit points.

Swarm Stride The peacekeeper can also move through another's space without any penalties to movement. Creatures within its space must treat this area as difficult terrain

Shield Wall Creatures cannot enter into the peacekeeper's space unless the peacekeeper allows it. To enter into its space, a creature must succeed a DC 19 Strength saving throw.

Vigil The peacekeeper has advantage on initiative and Wisdom (Perception) checks.

Wall of Blades Creatures that first enters or starts its turn in the peacekeeper's space takes 4(1d6) bludgeoning + 4(1d6) piercing +4(1d6) slashing damage at the start of each of its turns.

Actions

Multiattack. The peacekeeper can use its Call Reinforcements(if available) and weapon attacks. If the peacekeeper is below its hitpoint maximum, it can only make one strike with its weapon weapons.

Weapons *Melee Weapon Attack:* +11 to hit, 10ft., all targets in range or in its space. *Hit* 11(1d6+7) bludgeoning damage + 4 (1d6) piercing damage + 4 (1d6) slashing damage.

Call Reinforcements(1/day) The Peacekeeper Force can recover 45 (10d8) hitpoints as more guards fill in their ranks.

Legendary Actions (3/turn)

The peacekeeper force can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The peacekeeper force regains spent legendary actions at the start of its turn

Steady Advance(1 action) The peacekeeper force can move up to its movement speed to a spot that it can see within range. Any creature within its path or space must succeed a DC 19 Strength saving throw or be pushed back the amount traveled instead of entering the peacekeeper's space.

Peacekeeper Strike(1 action) The rebellion can make an weapon attack against one creature within its space.

Flashbang(2 actions) The peacekeeper can create a flash of light that appears in a 20ft. radius around a spot within 60ft. of it. Creatures that first enters or starts its turn in this space must succeed a DC 14 Constitution saving throw or become blinded until the end of its next turn.

Smoke Bomb(2 actions) The peacekeepers can create a cloud of smoke that appears in a 20ft. radius around a spot within 60ft. of it. Creatures that first enters or starts its turn in this space has their vision heavily obscured and must succeed a DC 14 Constitution saving throw or become poisoned until the end of its next turn. While poisoned in this manner, creatures cannot take actions, bonus action, or reactions as it spends its turn coughing.



REBELLION

Gargantuan swarm of Medium Humanoids, varies

Armor Class 14 (Leather Armor)

Hit Points 117(9d20+18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +11, Con +6

Skills Athletics +11, Stealth +6, Perception +10

Damage Resistances Bludgeoning, Piercing, and Slashing damage

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses passive Perception 20

Languages Common and one language of choice

Proficiency Bonus +4

Challenge 10 (5900 xp)

Ambusher The rebellion has advantage on initiative. When it takes the Attack action against a creature that hasn't acted yet in combat, it can make one additional Scavenged Weapon attack against it.

Swarm Tactics The rebellion have advantage on attack rolls against a creature within its space

Strength in Numbers The rebellion has advantage on Strength saving throws and ability checks.

Swarm The rebellion can occupy another creature's space and vice versa, and the rebellion can move through any opening large enough for a Medium humanoid. The rebellion can't regain hit points or gain temporary hit points.

Swarm Stride The rebellion can also move through another's space without any penalties to movement. Creatures within its space must treat this area as difficult terrain

Reactive The rebellion can use a reaction at the end of every creature's turn.

Violent Rebellion Creatures that first enters or starts its turn in the rebellion's space takes 4(1d6) bludgeoning + 4(1d6) piercing +4(1d6) slashing damage at the start of each of its turns.

Actions

Multiattack. The rebellion can make Skirmishers Volley (if available) and two strikes with scavenged weapons. If the rebellion is below its hitpoint maximum, it can only make one strike with its scavenged weapons.

Scavenged Weapons. *Melee Weapon Attack:* +11 to hit, 5ft., all targets in range or in its space. *Hit* 11(1d6+7) bludgeoning damage + 4 (1d6) piercing damage + 4 (1d6) slashing damage.

Skirmisher's Volley(Recharge 5-6) Creatures in a 60ft. cube centered on a spot within 150ft. of the rebellion must succeed a DC 14 Dexterity saving throw. On a failed save, creatures in range take 28 (8d6) piercing damage. On a successful saving throw, creatures in range take half damage.

Legendary Actions (3/turn)

The rebellion can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Therebellion regains spent legendary actions at the start of its turn

Skirmishers Retreat.(1 action) The rebellion can move up to its movement speed to a spot that it can see within range. This movement does not provoke opportunity attack.

Rebel Strike(1 action) The rebellion can make an improvised weapon attack against one creature within its space.

Smoke Screen(2 actions) The rebellion can create a cloud of smoke that appears in a 20ft. radius around a spot within 60ft. of it. Creatures that first enters or starts its turn in this space has their vision heavily obscured until the end of its next turn.



BATTALION

Gargantuan swarm of Medium Humanoids, varies

Armor Class 18 (Breastplate Armor + Shields)

Hit Points 162(12d20+36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +14, Con +9

Skills Athletics +14, Perception 8

Damage Resistances Bludgeoning, Piercing, and Slashing damage

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses passive Perception 18

Languages Common and one language of choice

Proficiency Bonus +6

Challenge 17 (22000 xp)

Tactical Advantage The battalion has advantage on initiative. When it takes the Attack action against a creature that hasn't acted yet in combat, it can do so with advantage.

Swarm Tactics The battalion has advantage on attack rolls against a creature within its space

Strength in Numbers The battalion has advantage on Strength saving throws and ability checks.

Swarm The battalion can occupy another creature's space and vice versa, and the battalion can move through any opening large enough for a Medium humanoid. The battalion can't regain hit points or gain temporary hit points.

Swarm Stride The battalion can also move through another's space without any penalties to movement. Creatures within its space must treat this area as difficult terrain

Reactive The battalion can use a reaction at the end of every creature's turn.

Wall of Blades Creatures that first enters or starts its turn in the rebellion's space takes 5(1d8) bludgeoning + 5(1d8) piercing +5(1d8) slashing damage at the start of each of its turns.

Actions

Multiattack. The battalion can Call Reinforcements(if available) and make Arrow Volley and two weapon strikes. If the battalion is below its hitpoint maximum, it can only make an Arrow Volley and one weapon strike.

Weapon Strike. *Melee Weapon Attack:* +13 to hit, 10ft., all targets in range or in its space. *Hit* 13(1d8+8) bludgeoning damage + 5 (1d8) piercing damage + 5 (1d8) slashing damage.

Arrow Volley Creatures in a 60ft. cube centered on a spot within 300ft. of the battalion must succeed a DC 15 Dexterity saving throw. On a failed save, creatures in range take 27 (6d8) piercing damage. On a successful saving throw, creatures in range take half damage. This attack reduced to 14(3d8) if the Battalion starts its turn below half its hitpoint maximum.

Call Reinforcements (1/day) The batttalion can recover 54 (12d8) hitpoints as more soldiers fill in their ranks.

Reactions

Counterstrike When the battalion is hit with a melee attack while a creature is within 5ft. of it, it can use its reaction to make a weapon strike against that creature.

Legendary Actions (3/turn)

The battalioncan take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The battalion regains spent legendary actions at the start of its turn

Advance(1 action) The Battalion can move up to its movement speed to a spot it can see in range. This movement does not provoke attack of opportunity.

Designated Target(1 action) The battalion can make a weapon strike against one creature within its space

Shield Wall.(1 action) The battalion gains a +5 bonus to AC and Dexterity saving throws until the end of the next creature's turn. For the duration of this ability, the Battalion gains resistance to all damage.

Focus Fire(1 action) One spot within a 20ft. radius of a spot that the Battalion can see within 150ft. must succeed a DC 16 Dexterity saving throw or take 27(6d8) piercing damage.



BATTLE MAGE CONTINGENT

- **Challenge Rating** Increases by 2

Arcane Legion The battalion cannot lose concentration on spell effects. Spells with a range of self can effect the entire battalion.

Magical Attacks The battalion's attacks count as magical for the purpose of overcoming resistance.

Magical Resistance The battalion has advantage on saving throw against spells and magical effects.

Actions

Spell Strike (Replaces Volley) The battalion can cast a spell of its choice once on each of its turns.

SPELLCASTING

The battalion is equivalent to an 6th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The battalion has the following spells prepared. The maximum level these spells can be cast is 3rd.

At Will Counterspell, Fireball, Haste, Invisibilty, Slow

CRUSADER CONTINGENT

- **Challenge Rating** Increases by 2

Divine Legion The battalion cannot lose concentration on spell effects. Spellcasting effects of self cast by the battalion can effect the entire swarm.

Divine Healing When the battalion can recover hitpoints from spell effects as long as the source of the spells is the battalion itself.

Actions

Spell Strike (Replaces Volley) The battalion can cast a spell of its choice once on each of its turns.

Turn the Dead (swap from spell strike and recharges 5-6) The battalion can turn all undead or fiends in a 60ft. radius.(Requires DC 16 Wisdom saving throw)

SPELLCASTING

The battalion is equivalent to an 6th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The battalion has the following spells prepared. The maximum level these spells can be cast is 3rd (with the exception of Flame Strike).

At Will Cure Wounds, Flame Strike, Protection from Evil and Good, Shield of Faith, Spirit Guardians,



SKYSWORD CONTINGENT

- **Movement Speed** 60ft. fly
- **Challenge Rating** Increases by 1

Flyby The battalion can fly outside a creature's reach without provoking opportunity attack.

Skysdive If the battalion dives at least 30ft. on its turn and make a weapon strike, it can deal an additional 11(3d6) damage on its turn.

ARTILLERY CONTINGENT

- **Challenge Rating** Increases by 1

Siege Monster The battalion deals double damage to buildings and objects

Actions

Siege Engine (Replace Reinforcements) The battalion can fire siege engines in 4 spots it can see within 600ft. Each target within a 30ft. radius of each location must succeed a DC 14 saving throw. On a failed saving throw, creatures take 39 (6d12) bludgeoning damage + 39(6d12) fire damage and are knocked prone. On a successful saving throw, creatures take half damage. Creatures only suffers from one of the effects, even if the area of effects overlap.

CAVALRY CONTINGENT

- **Movement Speed** 60ft.
- **Challenge Rating** Increases by 1

Charge If the battalion moves at least 30ft. in a straight line and hits a creature with a weapon strike, it can deal an additional 11(3d6) damage and force the target to make a DC 22 Strength saving throw. On a failed saving throw, that creature is knocked prone.

Mounted Superiority Medium or small creatures in the battalion's space have disadvantage on attack rolls.

Trample If a creature is prone while in the Battalion's space, it takes double damage from its Wall of Blades feature.

SKALD CONTINGENT

- **Movement Speed** 30ft.
- **Challenge Rating** Increases by 1

MARCHING ORDERS

At the start of each of its turns, the skald contingent can grant itself one of the following benefits on its turn.

Tactical Advance Until the start of its enxt turn, the battalion can grant itself advantage on attack rolls, however, attacks against it have advantage for the duration.

Fortify March Until the start of its next turn, attacks against the battalion have disadvantage; however, its movement speed is halved for the duration

Quickened March Until the start of its next turn, the battalion can double its movement speed. However, attacks made on its turn have disadvantage for the duration.



WIZARDS

Of all the various kinds of spellcasters on the Material Plane, wizards often times are the most common. Whereas many casters acquire their powers from their blood or otherworldly entities, wizards have acquired their arcane talents from tireless study of the arcane. As a result, they are able to become extremely versatile magic users and are able to find utility in nearly any situation given ample preparation.

MAGE APPRENTICE

Mage apprentices have just begun their journey to mastering the arcane. They are typically found in universities or colleges dedicated to the study of magic, wherein they are able to receive instruction and training by master wizards. However, it is not uncommon to find apprentices traveling abroad putting their arcane knowledge and talent to use.

MAGE ADEPT

Mage adepts have acquired ample mastery of their arcane abilities. Thanks to their versatility and power, they are able to find an occupation in nearly any setting as bounty hunters, guards, advisors, scholars, and much more.

ARCHMAGI

Archmagis have reached the pinnacle of arcane talent that a mortal can possess. Because of this, they are well renowned and are often sought out for counsel or guidance regarding the arcane. However, many archmagis are drawn to unravel the hidden secrets and push the boundaries of magic, for better or for worse.

WIZARD SCHOOLS

Wizards tend to specialize their talents in a particular school of magic, whether it be abjuration, conjuration, divination, enchantment, evocation, illusion, or necromancy. However, these schools are not the only types in existence, as many new schools are formed combining the skills and knowledge of these foundational schools.

ABJURER

Abjurers primarily focus on using magic to hide or protect themselves and others. As a result, many of these wizards tend to be employed as city guards, prison keepers, or even sentinels against extraplanar threats.

BATTLE MAGE

Battle mages combine the schools of abjuration and evocation to allow them to become unstoppable on the battlefield, raining spellfire upon enemy ranks while shielding themselves from the worst of attacks.

BIOMANCER

Biomancers are a strange school of magic that combines the disciplines of conjuration and transmutation to create unique lifeforms and alter the physiology of themselves as well as their enemies.

CONJURER

Conjuration is a broad school of magic that focuses on summoning items and creatures from the magical aether. As a result, conjurers can be a formidable force to face, as they are able to summon small legions of thralls to overwhelm their enemies or open portals to summon the wrath of the elements.

DIVINER

Diviners use their magical abilities to glimpse into the magical ether to view the future or to discern something's true nature. Thanks to their magical intuition, they are often employed as advisors or even guardians to watch for arcane threats.

ENCHANTER

Enchanters have mastered the ability to use magic to control the minds of others. These practitioners are extremely dangerous and elusive, as they are able to bind a creature to their will with just a glimpse. Some pursue a much more noble occupation, using their abilities to calm angry mobs and to pacify the masses in times of danger.

EVOKERS

Evokers have mastered the destructive potential of their spell effects by overcoming common magical defenses. Despite their explosive potential, they have the ability to channel their destructive spells in a manner wherein it does not harm their allies.

BLOOD MAGE

Blood mages practice a form of necromancy that uses the life force of living creatures as a fuel for magical effects. These spellcasters tread a careful balance of life and death, using their own life force to empower their spells while draining the blood of their enemies to refuel their own magical reserves and to mend their wounds.

GRAVITURGIST

Graviturgy is a unique form of spellcasting that combines the disciplines of evocation and transmutation. Wizards of this school have learned to command the power of gravity itself, allowing them to maneuver and hamper the mobility of their opponents.

CHRONOMANCER

Chronomancers have mastered the schools of conjuration and divination to alter time and reality itself. They are able to create rifts in reality allowing them to travel vast distances with ease and are able to accelerate or decelerate time around them to fit their needs.

TRANSMUTER

Transmuters use their spellcasting abilities to shape reality itself. They are able to change the form of any object or creature to a form of their liking. Thanks to their abilities, they find a lot of utility in all aspects of life in most civilizations.

TOMEBLADE

Tomeblades are the perfect blend between the martial and arcane. Although tomeblade disciplines can take many forms depending on the setting (such as bladesingers), they possess the unique ability to channel their arcane abilities through their weapons.

NECROMANCER

Necromancers have devoted their arcane abilities to control the flow of life and death, using their abilities to use the souls of their victims to fuel their spells and create undead thralls.

THEURGE

Theurges specialize in replicating supernatural magics, such as divine and fiendish magics. Thanks to their expertise, these wizards also excel at banishing and warding themselves against the effects of such creatures.

TECHNOMANCER

Technomancers have learned to combine the art of spellcraft with that of technology. As a result, they are able to turn any mundane object into a magical device capable of replicating nearly any spell effect.

RUNECASTER

Runecasters have mastered the ability to store complex spells into glyphs or runes. Thanks to this ability, they are able to efficiently transfer spell effects from one creature to another and even store spell effects for short periods of time.



MAGE APPRENTICE

Medium humanoid, any alignment

Armor Class 12, (15 with Mage Armor)

Hit Points 33 (6d8+6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	16 (+3)

Saving Throws Int +5, Wis +4

Skills Arcana +7, History +5, Perception +4

Senses passive Perception 14

Languages Common and one language of their choice

Proficiency Bonus +2

Challenge 3 (700xp)

Arcane Sense The mage apprentice can detect the presence of magical effect within 30ft. The mage apprentice can determine the school of magic.

Battle Preparation When the mage apprentice first rolls initiative, they can cast a spell on themselves as part of this action. This spell effect must have a range of self and only affect the caster.

Magic Focus The mage apprentice has advantage on saving throws to maintain concentration on a spell effect

Magic Resistance The mage apprentice has advantage on saving throws against spells and magical effects.

SPELLCASTING

The mage apprentice is a 6th level spell caster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following spells prepared:

Cantrips(At Will) Dancing Lights, Firebolt, Mage Hand, Prestidigitation

1st Level Spells(4 slots) Identify, Mage Armor, Magic Missile, Shield

2nd Level Spells(3 slots) Invisibility, Misty Step

3rd Level Spells(2 slots) Counterspell, Dispel Magic, Fly, Fireball, Haste, Slow

Actions

Multiattack The mage apprentice can cast a spell and make a wand attack on their turn.

Wand Ranged Weapon Attack, +5 to hit, 60ft., one target. **Hit:** 6 (1d4+3) force damage. Upon a hit, creatures suffer disadvantage on its next saving throw against a spell effect before the end of its next turn.



MAGE ADEPT

Medium humanoid, any alignment

Armor Class 12, (15 with Mage Armor)

Hit Points 78 (12d8+24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	19 (+4)	14 (+2)	18 (+4)

Saving Throws Int +7, Wis +6

Skills Arcana +10, History +7, Perception +5

Senses passive Perception 15

Languages Common and one language of their choice

Proficiency Bonus +3

Challenge 8 (3900xp)

Arcane Sense The mage adept can detect the presence of magical effect within 60ft. The mage adept can determine the school of magic.

Battle Preparation When the mage adept first rolls initiative, they can cast a spell on themselves as part of this action. This spell effect must have a range of self and only affect the caster.

Emergency Spell The mage adept has a spell of its choice prepared for whenever it starts its turn below half their hitpoint maximum. The spell must be of 5th level or lower and can only target the mage (even if it can target multiple creatures).

Magic Focus The mage adept has advantage on saving throws to maintain concentration on a spell effect

Magic Resistance The mage adept has advantage on saving throws against spells and magical effects.

SPELLCASTING

The mage adept is a 12th level spell caster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage adept has the following spells prepared:

Cantrips(At Will) *Dancing Lights, Firebolt, Mage Hand, Prestidigitation*

1st Level Spells(4 slots) *Identify, Mage Armor, Magic Missile, Shield*

2nd Level Spells(3 slots) *Invisibility, Misty Step*

3rd Level Spells(3 slots) *Counterspell, Dispel Magic, Fly, Fireball, Glyph of Warding, Haste, Slow*

4th Level Spells(3 slots) *Dimension Door, Greater Invisibility, Leomund's Secret Chest*

5th Level Spells(3 slots) *Cone of Cold, Scrying, Teleportation Circle, Wall of Force*

6th Level Spells(2 slots) *Chain Lighting, Contingency, Disintegrate*

Actions

Multiattack The mage adept can cast a spell and two scepter attacks on their turn.

Scepter Ranged Weapon Attack, +7 to hit, 90ft., one target. *Hit:* 8 (1d6+4) force damage. Upon a hit, creatures suffer disadvantage on its next saving throw against a spell effect before the end of its next turn.



ARCHMAGE

Medium humanoid, any alignment

Armor Class 12, (15 with Mage Armor)

Hit Points 150 (20d8+60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	14 (+2)	14 (+2)	20 (+5)	16 (+3)	20 (+5)
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Saving Throws Int +10, Wis +8

Skills Arcana +15, History +10, Perception +8

Senses passive Perception 18

Languages Common and one language of their choice

Proficiency Bonus +5

Challenge 15 (13000xp)

Arcane Sense The archmage can detect the presence of magical effect within 120ft. The archmage can determine the school of magic.

Battle Preparation When the archmage first rolls initiative, they can cast a spell on its self as part of this action. This spell effect must have a range of self and only affect the caster.

Emergency Spell The archmage has a spell of its choice prepared for whenever it starts its turn below half their hitpoint maximum. The spell must be of 8th level or lower and can only target the archmage (even if it can target multiple creatures).

Magic Focus The archmage has advantage on saving throws to maintain concentration on a spell effect

Magic Resistance The archmage has advantage on saving throws against spells and magical effects.

Legendary Resistance(3/day) Upon failing a saving throw, the archmage can choose to succeed. Upon using this feature, the archmage can cast a spell of 5th level or lower.

SPELLCASTING

The archmage is a 20th level spell caster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The archmage has the following spells prepared:

Cantrips(At Will) *Dancing Lights, Firebolt, Mage Hand, Prestidigitation*

1st Level Spells(4 slots) *Identify, Mage Armor, Magic Missile, Shield*

2nd Level Spells(3 slots) *Invisibility, Misty Step*

3rd Level Spells(3 slots) *Counterspell, Dispel Magic, Fly, Fireball, Haste, Slow*

4th Level Spells(3 slots) *Dimension Door, Greater Invisibility, Leomund's Secret Chest*

5th Level Spells(3 slots) *Cone of Cold, Scrying, Teleportation Circle, Wall of Force*

6th Level Spells(2 slots) *Chain Lighting, Contingency, Disintegrate*

7th Level Spells(2 slots) *Teleport, Plane Shift, Prismatic Spray*

8th Level Spells(1 slots) *Antimagic Field, Clone, Demiplane*

9th Level Spells(1 slots) *Meteor Swarm, Wish*

Actions

Multiattack The archmage can cast a spell and two scepter attacks on their turn.

Scepter Ranged Spell Attack, +10 to hit, 90ft., one target. *Hit:* 9 (1d6+5) force damage. Upon a hit, creatures suffer disadvantage on its next saving throw against a spell effect before the end of its next turn.

Legendary Actions (3/turn)

The archmage can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The archmage regains spent legendary actions at the start of its turn

Scepter Strike(1 action) The archmage can make a scepter attack against a creature within range

Cast a Spell(2 actions) The archmage can cast a spell of its choice that is 5th level or lower.

Resilience(3 action) The archmage can end one spell effect or status condition on it

Abjurer

- **Challenge Rating** Increase by 2

Abjuration Ward While concentrating on a spell effect, the abjurer can add its Intelligence bonus to its Armor Class and saving throws.

Counter Caster The abjurer has advantage on ability checks to use *Counterspell* or *Dispel Magic*.

Linked Abjuration When the abjurer casts an abjuration spell that only targets itself, it can choose to affect one other creature within 30ft. of it.

Regenerative Ward While concentrating on a spell effect, the abjurer gains 10 additional temporary hitpoints at the start of each of its turns.

Spell Ward Whenever the abjurer fails a saving throw against a spell, effect that deals damage, the abjurer only takes half damage. Upon a successful saving throw, the abjurer takes no damage.

SPELLCASTING

The abjurer knows the following additional spells

Cantrips *Blade Ward*

1st Level Spells *Absorb Elements, Alarm*

3rd Level Spells *Arcane Lock, Magic Circle, Nondetection, Protection from Energy*

4th Level Spells *Banishment*

5th Level Spells *Planar Binding*

6th Level Spells *Globe of Invulnerability, Guards and Wards*

8th Level Spells *Mind Blank*

9th Level Spells *Imprisonment, Invulnerability, Prismatic Wall*

Actions

Multiattack The abjurer gains the following effect at the start of its turn (if available)

Spell Eating Ward(Recharge 5-6) The abjurer is able to absorb incoming magical effects to recharge their own magical reserves.

Until the start of the abjurer's next turn, the abjurer gains resistance to all damage and whenever a creature casts a spell that targets the abjurer (including area of effects), it takes no damage and is unaffected by the spell.

Upon absorbing a spell in this manner, the abjurer regains a number of expended spells slots equal to the level of the spell cast. The abjurer can only absorb spells of a level that it can cast. Otherwise it suffers the effects and damage as normal.

For example an abjurer apprentice can only absorb spells of 3rd level or lower.

Battle Mage

- **Challenge Rating** Increase by 2

First Strike The battle mage has advantage on initiative checks

Battle Focus The battle mage cannot lose concentration as a result of taking damage.

Battle Ward While concentrating on a spell effect, the battle mage can add its Intelligence bonus to its Armor Class and saving throws.

Combat Mage When a creature makes a saving throw against the battle mage's spell effect while one of the battle mage's allies are within 5ft. of it, that creature has disadvantage on its saving throw. This effect only applies to spell effects that target only one creature.

Spell Carver Whenever the battle mage casts a spell that target multiple creatures, it can choose any number of creatures (equal to the spell's level) it can see within range to succeed. Creatures that succeed their saving throw in this manner take no damage and are completely unaffected by that spell

War Caster The battle mage can cast a spell against a creature that provokes attacks of opportunity.

SPELLCASTING

The battle mage knows the following additional spells

Cantrips *Booming Blade, Sword Burst*

1st Level Spells *Catapult*

2nd Level Spells *Heat Metal*

3rd Level Spells *Conjure Barrage, Galder's Tower, Leomund's Tiny Hunt*

4th Level Spells *Fire Shield*

5th Level Spells *Conjure Volley*

6th Level Spells *Blade Barrier*

7th Level Spells *Delayed Blast Fireball, Mordenkainen's Sword*

8th Level Spells *Mighty Fortress*

9th Level Spells *Blade of Disaster*

Actions

Multiattack The battle mage gains the following effect at the start of its turn (if available)

Spell Volley(Recharge 5-6) When the battle mage uses this ability, it can choose to use its multiattack in the following manner. Until the start of its next turn, the battle mage can cast two spells of its turn.

Spells cast in this manner are not subject to the cantrip restriction but the battle mage must still expend spell slots as normal

BIOMANCER

Bionic Casting Whenever a biomancer casts a transmutation spell that targets one creature, or uses a conjuration spell to summon a creature, those creatures can benefit from one Biomantic Evolution.

BIOMANTIC EVOLUTION

While concentrating on a spell effect of 1st level or higher, the biomancer gains the one of the following abilities. It can roll a d8 to determine the effects

Arcane Regeneration While concentrating on a spell effect, the biomancer regains 10 hitpoints at the start of each of its turns.

Additional Limb While concentrating on a spell effect, the biomancer sprouts an additional pair of limbs. This additional limb functions exactly as its other limbs. Whenever the biomancer takes the Attack Action or casts a spell, it can make one additional melee or ranged weapon attack.

Biological Flight The biomancer gains a flying speed of 30ft.

Chameleon Skin The biomancer can use its bonus action to Hide, even without cover.

Evolutionary Growth The biomancer increases by one size and has advantage on Strength and Constitution checks and saving throws. Whenever they make a saving throw against a Strength or Constitution saving throw that deals damage, they take half damage on a failed save and none on a success.

Spider Climb The biomancer gains a climbing speed of 30ft. and can climb difficult surfaces (including ceilings) without needing to make an ability check.

Aquatic Evolution The biomancer gains a swim of 30ft. and can breathe in air and in water.

Double Mutation Upon rolling a 8, it can choose two effects of its choice.

SPELLCASTING

The biomancer mage knows the following additional spells

1st Level Spells *Cure Wounds, Featherfall,*

2nd Level Spells *Alter Self, Darkvision, Dragon's Breath, Enhance Ability, Lesser Restoration, Spider Climb, Web*

3rd Level Spells *Waterbreathing, Water Walk*

4th Level Spells *Stone Skin, Polymorph*

5th Level Spells *Greater Restoration, Mass Cure Wounds, Reincarnate*

6th Level Spells *Tenser's Transformation, Otherworldly Form*

8th Level Spells *Animal Shapes*

9th Level Spells *Mass Polymorph, True Polymorph*

Actions

Multiattack The biomancer gains the following effect on its next spell effect at the start of its turn (if available)

Biomantic Devolution Whenever a creature fails a saving throw or is hit with a spell effect from the biomancer, it must roll an additional d8 to determine the following additional effects until the end of its next turn.

- 1. Mute** The target loses its ability to formulate intelligent thoughts or communication. For the duration of this effect, creatures activate items, understand language, cast spells, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.
- 2. Shrink** The target instantly begins to shrink. For the duration of this effect, that creature shrinks to two sizes smaller (minimum of Tiny), and its movement speed is halved. Additionally, any Strength or Dexterity based attacks it makes for the duration deal half damage.
- 3. Feral Evolution** The target is transformed into a harmless beast. For the duration, the target is transformed into a CR 0 beast of the biomancer's choice. The effects of this ability are identical to that of *Polymorph*.
- 4. Sensory Impairment** The target can no longer use its natural senses. It is considered blinded and deafened for the duration of this effect.
- 5. Bioluminescent Skin** Upon a failed saving throw, the target's skin begin to supernaturally glow. For the duration of this effect, the target gives off a bright light in a 10ft. radius and dim light and additional 10ft. While emitting this light, that creature cannot benefit from half cover, three-fourth's cover, or being hidden. Additionally, attacks against it have advantage for the duration.
- 6. Double Devolution** Upon rolling a 6, that creature suffers two effects of the biomancer's choice.



Conjurer

- **Challenge Rating** Increases by 2

Bound Summons Upon successfully using *Counterspell* or *Dispel Magic* on a magically summoned creature, the conjurer can choose to cause that creature to become friendly towards it and obeys its commands until the conjurer uses this feature again or that particular summoning spell's duration ends.

A summoned creature bound to the conjurer;s will remains under their control for the duration of its respective spell effect. Commanding a creature controlled in this way requires no additional action and does not require concentration from the conjurer.

Conjurer's Focus The conjurer cannot lose concentration as a result of taking damage.

Conjurer's Casting The conjurer can cast a spell through the space of its summon as long as that creature is within 60ft. of the conjurer and the conjurer can see it.

Conjurer's Sight The conjurer can use its action to see through the senses of its summon as long as they are on the same plane of existence. While in this state, the conjurer is blinded and deafened to their own senses.

Greater Summons Creatures summoned by the conjurer gain 10 temporary hitpoint at the start of each of its turns and its attacks count as magical for the purpose of overcoming resistance.

Master Summoner The conjurer can concentrate on two spells at a time. This effect is limited to casting conjuration spells that summon a creature. Upon losing concentration, both spell effects end.

SPELLCASTING

The conjurer knows the following additional spells

Cantrips *Sword Burst*

1st Level Spells *Fog Cloud, Ice Knife*

2nd Level Spells *Dust Devil, Flock of Familiars, Summon Beast*

3rd Level Spells *Call Lightning, Summon Fey, Summon Shadowspawn, Tidal Wave*

4th Level Spells *Fabricate, Summon Aberration, Summon Construct, Summon Elemental*

5th Level Spells *Creation, Cloudkill, Summon Draconic Spirit, Summon Celestial*

6th Level Spells *Summon Fiend*

7th Level *Fire Storm, Mordenkainen's Magnificent Mansion*

8th Level Spells *Maze*

9th Level Spells *Blade of Disaster*

Reactions

Conjurer's Link Whenever the conjurer takes damage, they can use their reaction to teleport and swap locations with their summon as long as it is within 60ft. of them. Upon using this feature, the conjuration takes no damage as the summon takes it instead.

Diviner

- **Challenge Rating** Increases by 2
- **Languages** Any

Arcane Accuracy The diviner can ignore bonuses granted by half or three fourth's cover

Divining Sight the diviner's vision is not hinder by being heavily obscured or magical darkness.

Third Eye The diviner can see creatures hidden by invisibility, hidden by illusions or shapechangers that are not in their true form.

Foresight Whenever the diviner has advantage, it can roll three times taking the highest result. If a creature suffers disadvantage on attacks against the diviner or if they have disadvantage against the diviner's spell effects, it must roll three times and take the lowest

Preternatural Awareness The divination has advantage on Perception checks and initiative. Additionally, the diviner cannot be surprised while it is not incapacitated.

SPELLCASTING

The diviner knows the following additional spells

Cantrips *Guidance, True Strike*

1st Level Spells *Comprehend Languages, Gift of Alacrity, Hunter's Mark*

2nd Level Spells *Augury, Borrowed Knowledge, Detect Thoughts, Fortune's Favor, Locate Animals and Plants, Locate Object, Mind Spike*

3rd Level Spells *Clairvoyance, Tongues*

4th Level Spells *Arcane Eye, Divination, Locate Creature*

5th Level Spells *Legend Lore*

6th Level Spells *True Seeing*

9th Level Spells *Foresight*

Actions

Multiattack The diviner gains the following effect on its next spell effect at the start of its turn (if available)

Portent At the start of its turn, the diviner can roll two d20s. The diviner can replace any attack roll, ability check, or saving throw for itself or a creature it can see within range with any one of these rolls (no action required).

These portents last until the diviner finishes a long rest, expends them, if it uses this feature again, or if it is incapacitated or dies.

Illusionist

- **Challenge Rating** Increases by 2
- **Languages** Any

Master Illusionist The illusionist can concentrate on two spells at a time. This effect is limited to casting illusion spells that do not deal any damage. Upon losing concentration, both spell effects end.

Rapid Illusion When the illusionist casts an illusion spell that has a casting time of an action, it can choose to cast the spell as a bonus action instead.

SPELLCASTING

The illusionist knows the following additional spells

Cantrips *Minor Illusion*

1st Level Spells *Color Spray, Disguise Self, Silent Image*

2nd Level Spells *Blur, Mirror Image, Nalthair's Mischief, Phantasmal Force*

3rd Level Spells *Fear, Hypnotic pattern, Major Image*

4th Level Spells *Hallucinatory Terrain, Phantasmal Killer*

5th Level Spells *Creation, Dream, Seeming*

6th Level Spells *Mental Prison, Programmed Illusion*

7th Level Spells *Project Image, Mirage Arcane*

8th Level Spells *Illusory Dragon*

9th Level Spells *Weird*

Actions

Multiattack The illusionist gains the following effect on its next spell effect at the start of its turn (if available)

Illusory Projection The illusionist chooses a space that it can fit into within 60ft. of it. This illusion exists in its own space and the chose space simultaneously until the end of its next turn. Whenever it moves or takes an action, it chooses to make through its own space or the illusion's. The illusion can move up to 30ft. on the mage's turn(no action required).

The illusion is immune to all damage and conditions.

Bonus Actions

Malleable Illusion The illusionist can change the nature of an illusion(within the parameters of its spell effect)

Reactions

Illusory Self Whenever the illusionist is targeted by an attack, it can cause the attack to automatically miss as an illusory double interposes between the mage and the attack.

Enchanter

- **Challenge Rating** Increases by 2

Frightful Paranoia Creatures frightened by the enchantment mage consider all creatures it can see within range as the source of its fear

Split Enchantment Whenever the enchanter cast an Enchantment spell that targets a single creature, it can choose to target one additional creature within range.

Unbreakable Charm Creatures charmed by the enchanter cannot repeat their saving throws upon taking damage.

Forgetful Charm Whenever a creature is charmed by the enchanter, it is unaware of the enchanter's magic influencing its mind. Additionally, it cannot remember the time it was charmed for a number of hours equal to level of the spell cast. Upon ending a spell effect that charms a creature, the creature is unaware the enchanter charmed it.

Master Enchanter The enchanter can concentrate on two spells at a time. This effect is limited to casting enchantment spells that target only one creature at a time and do not deal damage. Upon losing concentration, both spell effects end.

SPELLCASTING

The enchanter knows the following additional spells

Cantrips *Friends*

1st Level Spells *Charm Person, Dissonant Whispers, Sleep*

2nd Level Spells *Calm Emotion, Enthrall, Hold Person Suggestion*

3rd Level Spells *Enemies Abound, Fast Friends, Hypnotic Pattern*

4th Level Spells *Charm Monster, Compulsion, Confusion*

5th Level Spells *Dream, Dominate Person, Geas, Modify Memory, Hold Monster, Synaptic Static*

6th Level Spells *Mass Suggestion*

7th Level *Power Word Pain*

8th Level Spells *Antipathy/Sympathy, Dominate Monster, Feeblemind, Power Word: Stun*

9th Level Spells *Power Word Kill*

Reactions

Counter Enchantment Whenever the enchanter succeeds a saving throw when a creature targets it with an enchantment spell that targets only the enchanter, it can use its reaction to reflect the effect back on the caster. Upon a failed saving throw, it suffers from the spell instead. The spell uses the enchanter's spell DC instead of the casters.

Evoker

- **Challenge Rating** Increases by 2

Potent Spell The evoker can ignore resistance or immunity to its spell's damage effects. Additionally, creatures cannot benefit from advantage on saving throws against spell effects.

Spell Carver Whenever the evoker casts a spell that target multiple creatures, it can choose any number of creatures (equal to the spell's level) it can see within range to succeed. Creatures that succeed their saving throw in this manner take no damage and are completely unaffected by that spell

SPELLCASTING

The evoker knows the following additional spells

Cantrips *Shocking Grasp, Ray of Frost*

1st Level Spells *Chaos Bolt, Thunderwave*

2nd Level Spells *Scorching Ray, Rime's Bind Ice*

3rd Level Spells *Lightning Bolt, Melf's Minute Meteors*

4th Level Spells *Ice Storm, Web of Fire*

5th Level Spells *Bigby's Hand*

6th Level Spells *Otiluke's Freezing Sphere*

7th Level Spells *Whirlwind*

8th Level Spells *Earthquake*

9th Level Spells *Prismatic Wall*

Actions

Multiattack The evoker gains the following effect at the start of its turn (if available)

Overcharged Spell(Recharge 5-6) When the evoker uses this ability, its next spell effect deals maximum damage until the end of its next turn.



Blood Mage

- **Resistances** Necrotic, Poison
- **Challenge Rating** Increases by 2

Blood Wither A creature that fails a saving throw against the blood mage's spell effect or is hit by its spell attacks, it cannot regain hitpoints until the end of its next turn.

Blood Siphon Whenever the blood mage reduces a creature to 0 hitpoints with a spell effect of 1st level or higher, it regains 7 (2d6) hitpoints for each level of the spell cast. It can only benefit from this feature once on each of its turns.

Sanguine Endurance The blood mage is not affected from having their hitpoint maximum reduced.

Spell Blood Whenever the blood mage successfully uses *Counterspell* or *Dispel Magic* on a spell effect, they regain 7 (2d6) hitpoints for each level of the spell dispelled.

SPELLCASTING

The blood mage knows the following additional spells

Cantrips *Toll the Dead*

1st Level Spells *Inflict Wounds*

2nd Level Spells *Hold Person, Enervation Ray*

3rd Level Spells *Vampiric Touch*

4th Level Spells *Blight*

5th Level Spells *Contagion, Enervation*

6th Level Spells *Harm*

7th Level Spells *Tether Essence*

8th Level Spells *Abi-dalzim's Horrid Wilting*

9th Level Spells *Time Ravage*

Bloodcasting

The blood mage is able to cast spells using their blood to amplify the effect. Upon using blood casting, it takes 2d6 necrotic for each level of the spell cast. Upon using this feature, they gain access to one of the following effects

- **Blood Spell** The blood mage can cast a spell without expending spell slots
- **Blood Fuel** The blood mage's spell can deal maximum damage instead of rolling
- **Blood Power** Creatures have disadvantage on their saving throws against that spell

Actions

Multiattack The blood mage gains the following effect at the start of its turn (if available)

Blood Siphon(Recharge 5-6) The blood mage is able to use the blood of another creature to fuel their Bloodcasting. On creature within 60ft. of the blood mage must make a Constitution saving throw equal to the blood mage's spellcasting DC. On a failed saving throw, it takes 7 (2d6) necrotic damage for each level of the spell cast and the blood mage can use one of its Blood Casting abilities. A creature can choose to fail this saving throw.

On a successful saving throw, creatures are unaffected and the blood mage can only use its Blood Casting as normal.

Reactions

Blood Link While concentrating on a spell effect, whenever the blood mage takes damage, it can choose to take half damage as a reaction. One creature of the blood mage's choice within 30ft. of it, takes necrotic damage equal to half the damage dealt.

Graviturgist

- **Challenge Rating** Increases by 1

GRAVITATIONAL EFFECT

Whenever creature fails a saving throw against the graviturgist's spell effect or is hit by its spell attacks, it suffers one of the following effects of the graviturgist's choice.

Gravitation Pull That creature is moved an additional 10ft in a direction of the graviturgist's choice.

Gravitational Pressure That creature has its movement speed reduced by an additional 10ft until the end of its next turn.

Gravitational Spike A creature that is prone must spend its full movement to stand up

GRAVITATIONAL PULL

While concentrating on a spell effect, the graviturgist can choose one of the following effects.

Antigravity The graviturgist can levitate and hover up to 10ft. off the ground. Additionally, the graviturgist can take the Dash action as their bonus action and they have advantage on Dexterity saving throws.

Gravitational Attraction The graviturgist counts as one size larger and has advantage on Strength saving throws. For the duration of this effect, creatures of its choice that are its size or smaller within 10ft. of the Graviturgist have their movement speed halved for the duration.

SPELLCASTING

The graviturgist knows the following additional spells

Cantrips *Sapping Sting*

1st Level Spells *Magnify Gravity*

2nd Level Spells *Immovable Object*

3rd Level Spells *Pulse Wave*

4th Level Spells *Gravity Sinkhole*

5th Level Spells *Telekinesis*

6th Level Spells *Gravity Fissure*

7th Level Spells *Reverse Gravity*

8th Level Spells *Dark Star*

9th Level Spells *Ravenous Void*

Reactions

Gravitational Acceleration Whenever a creature takes fall damage or is hit with a weapon attack, the graviturgist can use its reaction to accelerate the attack or target causing that creature to take double damage.

Gravitational Redirection If the graviturgist is targeted with a weapon attack, it can force the target to make a Strength saving throw. On a failed saving throw, the attack misses and the graviturgist can make a spell attack against another creature within that weapon's range. Upon a hit, that creature takes double damage.

Chronomancer

- **Challenge Rating** Increases by 1

Temporal Insight The chronomancer has advantage on initiative checks

Temporal Preparation (replaces Battle Preparation) When the chronomancer first rolls initiative, it can cast two spells on its self as part of this action. This spell effect must have a range of self and only affect the caster.

Temporal Reaction The chronomancer can take a reaction at the end of every creatures turn.

SPELLCASTING

The chronomancer knows the following additional spells

1st Level Spells *Gift of Alacrity*

2nd Level Spells *Fortune's Favor, Wristpocket*

3rd Level Spells *Hunger of Hadar, Blink*

5th Level Spells *Temporal Shunt*

6th Level Spells *Arcane Gate, Drawmij's Instant Summons*

7th Level Spells *Mordenkainen's Magnificent Mansion*

8th Level Spells *Reality Break*

9th Level Spells *Astral Projection, Gate, Time Ravage, Time Stop*

Actions

Multiattack The chronomancer gains the following effect at the start of its turn (if available)

Temporal Acceleration (Recharge 5-6) The chronomancer is able to accelerate itself through time. Upon using this feature, it can choose to take another turn at its initiative count -10 (minimum of 1). This effect only lasts until the start of the next round.

Reactions

Temporal Strike The chronomancer can rewind time to force a creature to suffer from its wounds a second time. Whenever a creature within 60ft. of the chronomancer that it can see takes damage, it can force the target make a Charisma saving throw against its spell save DC. If it fails its saving throw, it can take that damage again.

Temporal Correction Whenever the chronomancer or a creature it can see within 60ft. of it makes an attack roll, ability check, or saving throw, the chronomancer can cause it reroll the result taking the new roll instead.

Transmuter

- **Challenge Rating** Increases by 1

Rapid Transmutation If the transmuter casts a transmutation spell with a casting time of an action, it can choose to use a bonus action instead.

Linked Transmutation Upon casting a transmutation spell with a range of self, it can choose to target a number of additional creatures equal to the spell's level.

Master Transmuter The transmuter can concentrate on two spells at a time. This effect is limited to casting transmutation spells that do not damage a creature. Upon losing concentration, both spell effects end.

Split Transmutation Upon casting a transmutation spell that targets only one creature, the transmuter can one additional creature instead.

TRANSMUTER STONE

While concentrating on a spell effect of 1st level or higher, the transmuter and a number of creatures equal to its Intelligence bonus gains the one of the following abilities. It can roll a d8 to determine the effects

Transmuted Resilience The transmuter gains advantage on one saving throw of its choice.

Transmuted Resistance The transmuter gains resistance on one damage type of its choice

Transmuted Immunity The transmuter grants immunity to one of the following conditions: Blinded, Charmed, Deafened, Frightened, Exhausted, Paralyzed Poisoned, or Stunned

SPELLCASTING

The transmuter knows the following additional spells

1st Level Spells *Feather Fall, Jump*

2nd Level Spells *Alterself, Darkvision, Heat Metal, Spider Climb*

3rd Level Spells *Elemental Weapon*

4th Level Spells *Fabricate, Polymorph, Stone Shape*

5th Level Spells *Animate Objects, Creation, Passwall, Skill Empowerment*

6th Level Spells *Create Homunculus, Otherworldly Guise*

7th Level Spells *Draconic Transformation, Etherealness*

9th Level Spells *Mass Polymorph, Shapechange, True Polymorph*

Tomeblade

- **Armor Class** 12 + Intelligence modifier (Mage Armor)
- **Challenge Rating** Increase by 1

Arcane Strike When the tomeblade hits a creature with a spell attack it suffers disadvantage on the next saving throw against the tomeblade's spell effects

Battle Focus The tomeblade cannot lose concentration as a result of taking damage.

Battle Weave Upon casting a spell of 1st level or higher, the tomeblade can deal an additional 5(1d8) force damage for each level above 1st that the tomeblade casts to its next weapon damage roll until the start of its next turn. The tomeblade can only benefit from this feature once on each of its turns.

First Strike The tomeblade has advantage on initiative checks

Mage Armor The tomeblade can add their Intelligence modifier to their Armor class (already included)

Combat Mage When a creature makes a saving throw against the tomeblade's spell effects while one of the bladesinger's allies are within 5ft. of it, that creature has disadvantage on its saving throw. This effect only applies to spell effects that target only one creature.

Magical Attack The tomeblade's weapon attacks count as magical for the purpose of overcoming resistance.

tomeblade Whenever the tomeblade makes a melee weapon attack, it can use Intelligence instead of Strength or Dexterity.

War Caster The tomeblade can cast a spell against a creature that provokes attacks of opportunity.

SPELLCASTING

The tomeblade knows the following additional spells

Cantrips *Booming Blade, Green-flame Blade, Sword Burst*

2nd Level Spells *Shadow Blade*

3rd Level Spells *Conjure Barrage*

5th Level Spells *Conjure Volley*

6th Level Spells *Blade Barrier*

7th Level Spells *Mordenkainen's Sword*

9th Level Spells *Blade of Disaster*

Actions

Multiattack The tomeblade can make cast a spell and make a weapon attack on their turn.

Tomeblade Melee Weapon Attack, spell attack modifier to hit, 5ft., one target. *Hit:*(1d10+Int) slashing damage. The tomeblade counts as an arcane focus

Reaction

Spell Shield Whenever the tomeblade takes damage, it can expend a spell slot to reduce the damage by 5 for every spell level expended

Necromancer

- **Challenge Rating** Increases by 1

Arcane Necromancy Undead creatures summoned or created by the necromancer are immune to effects that turn the dead.

Arcane Phylactery Upon dropping to 0 hitpoints, the necromancer can spend any number of spell slots to regain a 5 hitpoints for each spell slot level expended.

Bind the Dead Upon successfully using *Counterspell* or *Dispel Magic* on a magically summoned undead, the necromancer can choose to cause that creature to become friendly towards it and obeys its commands until the necromancer uses this feature again or that particular summoning spell ends.

A summoned undead bound to the necromancer's will remains under the necromancer's control for the duration of the respective spell effect. Commanding a creature controlled in this way requires no additional action and does not require concentration from the necromancer.

Inevitable Death If the necromancer reduces a creature to 0 hitpoints with its spell effects, that creature is immediately killed.

Master Necromancer The necromancer can concentrate on two spells at a time. This effect is limited to casting necromancy spells that summon an undead creature. Upon losing concentration, both spell effects end.

Soul Siphon Whenever the necromancer reduces a creature to 0 hitpoints with a spell effect of 2nd level or higher, it regains an expended spell slot one level lower than the original spell.

Undead Thrall Undead summoned by the necromancer gain 10 temporary hitpoint at the start of each of its turns and their attacks count as magical for the purpose of overcoming resistance.

SPELLCASTING

The necromancer knows the following additional spells

Cantrips *Chill Touch, Toll the Dead*

1st Level Spells *False Life*

2nd Level Spells *Ray of Enfeeblement*

3rd Level Spells *Animate Dead, Summon Undead*

4th Level Spells *Blight*

5th Level Spells *Danse Macabre, Negative Energy Wave*

6th Level Spells *Circle of Death, Creature Undead, Harm Magic Jar, Soul Cage*

7th Level Spells *Finger of Death, Tether Eseence*

8th Level Spells *Abi-Dalzim's Horrid Wilting, Clone*

9th Level Spells *Time Ravage*

Theurge

- **Languages** Abyssal, Celestial, Infernal
- **Challenge Rating** Increases by 1

Divine Light When the theurge casts a spell that gives off light, it counts as sunlight.

Hallowed Magic Celestials, Fiends, and Undead have disadvantage on saving throws against the theurge's spells

Hallowed Wards Celestials, Fiends, and Undead have disadvantage on attack rolls against the Theurge. Additionally, the Theurge has advantage on saving throws against their spells and effects.

Theurgic Annihilation Whenever the Theurge reduces a Celestial, Fiend, or Undead to 0 hitpoints, that creature is immediately destroyed and does not return to its plane of origin.

SPELLCASTING

The theurge knows the following additional spells

Cantrips *Guidance, Light, Thaumaturgy, Sacred Flame, Toll the Dead*

1st Level Spells *Detect Evil and Good, Bless, Bane, Guiding Bolt, Protection from Evil and Good, Shield of Faith*

2nd Level Spells *Spiritual Weapon, Zone of Truth*

3rd Level Spells *Daylight, Remove Curse, Spirit Guardians, Summon Undead*

4th Level Spells *Sickening Radiance*

5th Level Spells *Hallow, Flame Strike, Infernal Calling, Summon Celestial, Wall of Light*

6th Level Spells *Summon Fiend, Sunbeam, Heal*

7th Level Spells *Crown of Stars, Divine Word, Temple of the Gods, Power Word: Pain*

8th Level Spells *Sunburst*

9th Level Spells *Gate, Wish*

Technomancer

- **Challenge Rating** Increases by 1

Magic Sense The technomancer can pinpoint the location of a magical effect or item within 120ft. of it.

Deconstruction Magic Constructs have disadvantage on saving throws against the technomancer's spells

Siege Magic The technomancer deals double damage to building and objects

Magitech Wards Constructs have disadvantage on attack rolls against the technomancer.

Magitech Caster The technomancer can ignore verbal and somatic components for spells as long as it uses a material component of its choice instead.

SPELLCASTING

The technomancer knows the following additional spells

Cantrips *Mage Hand, Minor Illusion, Mending, Prestidigitation*

1st Level Spells *Tenser's Floating Disk, Unseen Servant*

2nd Level Spells *Levitate, Spiritual Weapon*

3rd Level Spells *Galdr's Tower, Lightning Bolt, Major Image, Tiny Servant*

4th Level Spells *Arcane Eye, Fabricate, Otiluke's Resilient Sphere, Summon Construct*

5th Level Spells *Animate Object, Bigby's Hand, Creation*

6th Level Spells *Blade Barrier, Chain Lightning, Disintegrate, Programmed Illusion*

7th Level Spells *Mirage Arcane, Mordenkainen's Sword*

8th Level Spells *Antimagic Field*

9th Level Spells *Sword of Disaster, Invulnerability*

Runecaster

- **Challenge Rating** Increases by 1

Adaptive Runes When the rune caster deals damage with a spell, it can change the damage type to another of its choice.

Symbiotic Runes When the rune caster casts a spell effect that targets only the runecaster, it can choose one willing creature within 30ft. of it to gain the benefits of the spell as well.

Contingency Rune(1/day) When the runecaster is reduced to 0 hitpoints, it drops to 1 hitpoint and can cast a spell of its choice(of a level that it can cast) without expending a spell slot.

Focusing Rune(1/short rest) The rune caster can concentrate on two spells at the same time. Upon losing concentration, both spell effects immediately end

SPELLCASTING

The runecaster knows the following additional spells

Cantrips *Magic Stone, Message*

1st Level Spells *Catapult, Shield of Faith, Tenser's Floating Disk*

2nd Level Spells *Spiritual Weapon*

3rd Level Spells *Magic Circle, Protection from Elements*

4th Level Spells *Arcane Eye, Fabricate, Otiluke's Resilient Sphere*

5th Level Spells *Animate Object, Circle of Power, Telekinesis*

6th Level Spells *Globe of Invulnerability*

7th Level Spells *Symbol*

8th Level Spells *Holy Aura*

9th Level Spells *Invulnerability*

RACIAL NPC VARIANTS

The following templates in the following sections allows you to make any encounter feel much more immersive. The following templates outlining special abilities for the various player races that are used for character customization. Unlike many of the other templates, these variants provide only a small number of additional features as the goal of these templates is to add minor changes that are significant enough to enable players to identify different tactics or abilities associated with each official player race.

After all, a guard's defining features should come from the guard statblock, but add a couple of additional traits to differentiate an air genasi guard from their elven partner is enough to make a simple encounter a lot more exciting and immersive.

USING RACIAL NPC TEMPLATES

It is important to note that many of these templates do not share the base characteristics as seen from character creation guides. It is important to note that the options presented in the character creation guides were to be used for player characters, which possess a different design philosophy than most monsters. Instead, these templates focus on translating a lot of these abilities as abilities intended for NPC characters. So many features have been altered to minimize bookkeeping and usability for the DM.

Additionally, it is important to note that some of the racial variant templates may include abilities that may already be present in their base statblock. If this is the case, these abilities do not stack but use the strongest version(if any) of that same effect.

RACIAL SUBRACE TEMPLATES

Also as a final note, these NPC variants do not include any design considerations for many racial subraces. The reason for this approach is that a lot of the racial subraces can be quite campaign dependent making it hard to design a template that can be usable for any campaign. However, if the DM wishes to implement additional traits, a good way to implement these additions is to identify one trait that makes a particular subrace different from the rest of their kind and design an ability around that feature. Similarly For example, if you wanted to implement a subrace of goliaths based on Fire Giants, adding fire resistance to the Goliath Race template would be a great place to start.



Aarakokra

- **Languages** Aarakokra, Auran
- **Movement** 60ft. fly

Eagle Eye The aarakokra has advantage on Wisdom(Perception) checks that rely on sight

Flyby The aarakokra can fly outside a creature's reach without provoking attacks of opportunity

Aasimar

- **Languages** Celestial
- **Damage Resistance** Radiant, Necrotic
- **Senses** Darkvision 60ft.

Illumination As a bonus action, the Aasimar can give off a bright light in a 10ft. radius and dim light an additional 10ft. This light counts as sunlight. The aasimar can dismiss this light with no action required.

Air Genasi

- **Languages** Aura, Primordial
- **Damage Resistance** Thunder

Slow Fall When the air genasi falls, it can make a DC 10 Dexterity saving throw. On a failed saving throw, it takes half damage and fall prone. On a successful saving throw, it takes no damage and is not knocked prone. The DC increases by 1 for every 10ft. above 30ft. that the genasi falls

Unending Breath The air genasi does not need to breathe

Bugbear

- **Languages** Goblin
- **Senses** Darkvision 60ft.

Long Reach The bugbear's melee attacks have an increased reach of 5ft.

Bonus Action

Skulker The bugbear can use its bonus action to Hide

Changeling

- **Languages** Two of Choice

Shapeshift As an action, the changeling can change its appearance and its voice. the changeling determine the specifics of the changes, including its coloration, hair length, and sex. The changeling can also adjust its height and weight, but not so much that its size changes. The changeling can make itself appear as a member of another race, though none of your game statistics change. The changeling can't duplicate the appearance of a creature it has never seen, and it must adopt a form that has the same basic arrangement of limbs that the changeling has. Its clothing and equipment aren't changed by this trait.

Mimicry The changeling can mimic sounds it has heard, including voices. A creature that hears the sounds the changeling makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Dragonborn

- **Languages** Draconic
- **Damage Resistances** Acid, Cold, Fire, Lightning, Poison(choose 1)

Actions

Dragon's Breath(Recharge 5-6) Creatures in a 10ft. cone must succeed a Dexterity saving throw equal to 8 + the dragonborn's Constitution modifier + its proficiency bonus. On a failed saving throw, creatures take acid, cold, fire, lightning, poison (matches it's damage resistance) damage equal to a number of d10s equal to the dragonborn's proficiency bonus

Dhampir

- **Languages** One of choice
- **Senses** Darkvision 120ft.
- **Damage Resistances** Necrotic

Gloom Sight The dhampir's vision is not obscured by magical darkness.

Spider Climb The dhampir can climb difficult surfaces(including ceilings) without having to make an ability check

Drow

- **Languages** Elven, Undercommon
- **Senses** Darkvision 120ft.

Gloom Sight When the drow's vision is not obscured by magical darkness

Fey Ancestry The drow has advantage on saving throws against being charmed

Elf

- **Languages** Elven
- **Senses** Darkvision 60ft.

Elven Perfection When the elf has an ability check, attack roll, saving throw, it can roll the die three times instead of twice

Fey Ancestry The elf has advantage on saving throws against being charmed

Dwarf

- **Languages** Dwarven
- **Damage Resistance** Poison
- **Senses** Darkvision 60ft.

Dwarven Resilience The dwarf has advantage on saving throws against being poisoned or diseased.

Dwarven Endurance When dwarf fails a saving throw against an Constitution saving throw that deals damage, it takes half damage instead and none on a success

Fairy

- **Languages** Sylvan
- **Movement** 30ft. fly

Flyby the fairy can fly outside a creature's reach without provoking attacks of opportunity

Fey Ancestry The fairy has advantage on saving throws against being charmed

Nimble The fairy can move through the space of a creature at least one size larger than it without expending additional movement

Earth Genasi

- **Languages** Terran, Primordial
- **Movement** 30ft., Climb
- **Senses** Tremorsense 30ft.

Earthen Stride The earth genasi can move through rocky terrain without having to make an ability check or expending additional movement speed

Bonus Actions

Stone Camouflage The earth genasi can use its bonus action to Hide when lightly obscured by rocky terrain

Firbolg

- **Languages** Giant

Powerful Build The firbolg counts as one size larger. However, its physical size is still Medium

Fey Ancestry The firbolg has advantage on saving throws against being charmed

Fire Genasi

- **Languages** Ignan, Primordial
- **Damage Resistance** Fire
- **Senses** darkvision 60ft.

Heated Body When the fire genasi is grappled or hit with a melee weapon attack while within 5ft. of a creature, it can choose to deal 5(1d8) fire damage to the attacker

Illumination As a bonus action, the fire genasi can give off a bright light in a 10ft. radius and dim light an additional 10ft. This light counts as sunlight. The fire genasi can dismiss this light with no action required.

Goblin

- **Languages** Goblin

Diminutive Tactics The goblin has advantage on attack rolls against creatures at least one size larger than it

Nimble The goblin can move through the space of a creature at least one size larger than it without expending additional movement

Goliath

- **Damage Resistances** Cold
- **Languages** Giant

Giant's Blood The goliath has advantage on Strength ability checks and saving throws against creatures at least one size smaller than it

Powerful Build The goliath counts as one size larger. However, its physical size is still Medium

Gnome

- **Languages** Gnome

Magical Resistance The gnome has advantage on saving throws against spells and magical effects

Nimble The gnome can move through the space of a creature at least one size larger than it without expending additional movement

Grung

- **Languages** Grung
- **Damage Immunities** Poison
- **Condition Immunities** Poisoned
- **Movement** 30ft. swim

Amphibious the grung can breathe in air and in water

Leap The grung can spend any amount of movement speed to vertically or horizontally jump that distance without a running start.

Poison Skin When the grung is grappled or hit with a melee weapon attack while within 5ft. of a creature, it is poisoned until the end of its next turn

Halfling

- **Languages** Halfling

Brave The halfling has advantage on saving throws against being frightened

Luck When the halfling rolls a 1 on an ability check, saving, throw, or ability check, the halfling can roll again taking the new result.

Nimble The gnome can move through the space of a creature at least one size larger than it without expending additional movement

Hexblood

- **Languages** Sylvan

Fey Resilience The hexblood has advantage on saving throws against being charmed

Magic Resistance The hexblood has advantage on saving throws against spells and magical effects

Hobgoblin

- **Languages** Hobgoblin

Brave the Hobgoblin has advantage on saving throws against being charmed or frightened

Luck When the hobgoblin rolls a 1 on an ability check, saving, throw, or ability check, the hobgoblin can roll again taking the new result.

HUMANS

- **languages** Human and one language of choice

Natural Luck When the human rolls a 1 on an attack roll, ability check, or saving throw, it can roll the d20 again taking the new result.

Human Determination(Recharge 5-6) When the human makes an attack roll, ability check or saving throw, it can do so with advantage.

Kalashtar

- **Damage Resistances** Psychic
- **Languages** Telepathy 30ft.

Mental Fortitude the kalashtar has advantage on saving throws against effects that would charm or frighten it

Kenku

Mimicry The kenku can mimic sounds it has heard, including voices. A creature that hears the sounds the kenku makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Action

Ventriloquism The kenku can make its own sounds appear as if they originate from a point within 30ft. of the kenku. A creature that hears the sounds the kenku makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

Kobold

- **Languages** Draconic
- **Senses** Darkvision 60ft.

Pack Tactics The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Nimble The kobold can move through the space of a creature at least one size larger than it without expending additional movement

LIZARDFOLK

- **Languages** Draconic
- **Movement** 30ft. swim, 30ft. climb

Hold Breath The lizardfolk can hold its breath for 15 minutes.

Spider Climb The lizardfolk can climb difficult surfaces(including ceilings) without having to make an ability check

LOXODON

- **Languages** Loxodon

Powerful Build The loxodon counts as one size larger. However, its physical size is still Medium

Bonus Actions

Prehensile Trunk The loxodon can use its bonus action to Interact with an object or make a single melee weapon attack

MINOTAUR

- **Languages** Minotaur

Charge If the minotaur moves at least 20ft. on its turn and makes a melee weapon attack on the same turn, it can deal an additional 2d6 damage. On a hit, the target must succeed a Strength saving throw equal to 8 + the minotaur's Strength modifier + its proficiency bonus or all prone.

Powerful Build The minotaur counts as one size larger. However, its physical size is still Medium

ORC

- **Languages** Orc

Brutal Attack When the orc deals a critical hit, it can triple the damage die instead of doubling it.

Relentless(1/day) When the orc is reduced to 0 hitpoints, it regains 1 hitpoint instead

OWLIN

- **Languages** Owlin
- **Movement** 30ft. fly
- **Sense** Darkvision 120ft.

Gloom Sight The owlin's vision is not obscured by magical darkness

Shadow Skulker While in dim light or darkness, the Owlin can use its bonus action to Hide

REBORN

- **Languages** Two of Choice
- **Damage resistance** Necrotic

Resurrection(1/day) When the reborn is reduced to 0 hitpoints, it regains 1 hitpoint instead

Undead Nature The reborn does not need to eat, drink, or sleep. The reborn is also considered to be a Undead.

SATYR

- **Languages** Sylvan

Fey Nature The satyr has advantage on saving throws against being charmed. It is also considered to be a Fey

Magic Resistance The satyr has advantage on saving throws against magical effects.

SHIFTER

- **Languages** Shifter
- **Senses** Darkvision 60ft.
- **Movement:** 40ft., 40ft. swim, 40ft. climb (beast form only)

Keen senses The shifter has advantage on Wisdom (Perception) checks

Bonus Actions

Beast Shift As a bonus action, the shifter can enter into its hybrid beastform. It can remain in this state until it chooses to revert back or is reduced to 0 hitpoints.

TABAXI

- **Languages** Tabaxi
- **Senses** Darkvision 60ft.
- **Movement:** 40ft.

Cat's Landing When the tabaxi falls, it can make a DC 10 Dexterity saving throw. On a failed saving throw, it takes half damage and fall prone. On a successful saving throw, it takes no damage and is not knocked prone. The DC increases by 1 for every 10ft. above 30ft. that the tabaxi falls

Bonus Actions

Feline Agility As a bonus action, the tabaxi can use its bonus action to Dash.

TIEFLING

- **Languages** Abyssal and Infernal
- **Damage Resistances** Fire
- **Senses** Darkvision 60ft.

Devil Sight The tiefling's vision is not obscured by magical darkness

TORTLE

- **Languages** Aquan, Draconic

Hold Breath The turtle can hold its breath for 15 minutes.

Powerful Build The turtle counts as one size larger. However, its physical size is still Medium

Reactions

Shell Defense The turtle can use its reaction take half damage when it takes damage.

TRITON

- **Languages** Aquan
- **Damage Resistances** Cold
- **Senses** Darkvision 60ft.
- **Movement** 30ft. swim

Amphibious The triton can breath in air and in water

Nimble Swimmer The triton can swim outside a creature's reach without provoking attacks of opportunity

WARFORGED

- **Languages** Two languages of its choice
- **Damage Immunities** Poison
- **Condition Immunities** poisoned

Constructed Nature The warforged does not need to eat, drink, or sleep. The warforged is also considered to be a Construct.

YUAN-TI

- **Languages** Abyssal, Draconic
- **Damage Immunities** Poison
- **Senses** Darkvision 60ft
- **Condition Immunities** poisoned

Magic Resistance The yuan-ti has advantage on saving throws against spells and magical effects



A SPECIAL THANKS TO MY PATRONS

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